

A Military
DICTIONARY.
EXPLAINING

All difficult Terms in Mar-
tial DISCIPLINE, FORTI-
FICATION, and GUNNERY.

Useful [for all Persons that Read
the Publick News, or serve in the
Armies, or Militia] for the true
understanding the Accounts of
SIEGES, BATTELS, and other
warlike EXPEDITIONS, which
daily occur in this Time of Action.

The *Second Edition*, with Addi-
tions, and a Copper Plate, being
a general View and Description of
the several Parts of Fortification.

*By an Officer, who served several
Years Abroad.*

L O N D O N :

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TO THE
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EVery Art and Science has its peculiar Terms, which are obscure to all who are not vers'd in it, or at least have not made it their business to be acquainted with them. The Art of War, like all the rest, has many Words unknown, or at least, not familiar to any but those whose Profession and Duty obliges to be Masters of them. Yet there are but few Men who do not eagerly hearken after, or read News, and at this time, when all Europe is Embroil'd in War, there can be little News without some Account of Martial Exploits, where there always occur some Terms of Art, not intelligible to Persons unskill'd in Military Affairs. These Difficulties are generally pass'd by unregarded, as if not material for the understanding of what is Read; and yet

To the Reader.

yet in reality, they are as necessary, and proper to be known, as any other part of the Relation, which without them becomes but a confus'd Notion of something done or acted, without any distinct judicious knowledge of the Methods, Parts, and Circumstances of the Action. This little Dictionary will clear all those difficulties that may arise from such Terms of Art as are not commonly known; for here they are all Explain'd, not in obscure Words, as if they were design'd for Artists only, but in such a plain familiar method as may render them easy to all Capacities. If it happen, as it often does, that one Term is explain'd by another not known to the Reader, he need only turn to it, and thus at one view become Master of them both; for to explain every Word in every Place it is mention'd, would have made a much bigger Book, without any advantage to the Buyer, who will here find every Word in its proper place, and in the whole Dictionary no Burden to his Pocket.



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Military Dictionary.

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A *Djutant, vide, Aide-Major.*
Advanc'd Guard. vide, Guard.
Aide de Camp. An Officer always following one of the Generals, that is, the General, Lieutenant-General, or Major-General, to receive and carry their Orders, as occasion requires. When the King is in the Field, he appoints Young Gentlemen of Note to carry his Orders, and they are call'd the King's *Aides de Camp.*

Aide Major, or Adjutant. An Officer, who eases the Major of part of the Burthen of his Duty, and performs it all in his Absence. Some Majors have several *Aides-Majors.* Each Troop of Guards has but one Major, who has two *Aides-Majors.* Every fortify'd place has but one Major, who has more or fewer *Aides-Majors* under him, according to its bigness. Every Regiment of Foot has as many *Aides Majors* as it contains Batalions. When a

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Batalion is drawn up, the *Aide-Major's* Post is on the Left, beyond all the Captains, and behind the Lieutenant Colonel.

Alarm. By some falsely writ *Alarmum*, is a sudden apprehension upon some noise or report, which makes Men run to their Arms to stand upon their Guard. There are false Alarms, when they are taken upon false Fears or Reports, or else when given by the Enemy, only to keep their Adversaries from rest, or otherwise to deceive them.

Ambuscade, or Ambush. A Body of Men that lies conceal'd in a Wood, or other convenient place, to surprize or enclose an Enemy. To fall into an Ambush; to discover an Ambush; to defeat an Ambush.

Ambligon, vide Triangle.

Ammunition, Implies all sorts of warlike Stores, and more particularly Powder and Ball.

Ammunition-Bread. The Bread that is provided for, and distributed to the Soldiers.

Angle. As a Geometrical Term in General is the meeting of Two Lines, and touching one another in the same Plain; yet not lying in the same strait Line, but so that if prolong'd, they would cut one another, and so form another Angle upon the back of the first.



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An Acute Angle. That which is sharp, and less open than the right Angle, in measure under 90 Degrees.

An Obtuse Angle. That which is blunt, and more open than a right Angle, in measure above 90 Degrees.

An Angle Rectilinear. Is made by strait Lines, to distinguish it from the Spherical, or Curvilinear, of which no more need be said, as being of no use in Fortification.

A Right Angle. Is form'd by a Line falling perpendicularly upon another, and the measure of this Angle is always 90 Degrees.

Angle at the Center. In Fortification is that which is form'd in the midst of the Polygon, or Figure, by Two Lines proceeding from the Center, and terminating at the Two nearest Angles of the Polygon.

Angle of the Curtin, or Angle of the Flank. That which is made by, and contain'd between the Curtin and the Flank.

Angle of the Polygon. That which is made by the meeting of the two sides of the Polygon, or Figure, in the Center of the Bastion.

Angle of the Triangle. Half the Angle of the Polygon.

Angle of the Bastion, or Flank'd Angle. That which is made by the Two Faces, being the utmost part of the Bastion, most expos'd to the Enemies Batteries, and call'd the Point of the Bastion.

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Angle diminish'd. Only us'd by the Dutch Engineers, and compos'd by the Face of the Bastion, and the exterior side of the Polygon.

Angle of the Shoulder, or Epaule. Form'd by the Face and Flank of the Bastion.

Angle at the Flank, vide, Angle at the Curtin.

Angle of the Tenaille, or outward Flanking Angle, call'd also, Angle-mort, or Dead Angle, or Angle Rentrant, or Angle Inwards. Made by the two Lines *Fichant*, that is, the Faces of the two Bastions extended till they meet in an Angle towards the Curtin, and is that which always carries its point in towards the Work.

Angle forming the Flank. Made by the Flank, and that part of the side of the Polygon which runs from the said Flank to the Angle of the Polygon, and if protracted Crosses the Bastion, only us'd by Dutch Engineers.

Flank'd-Angle. The Angle made by the two Faces of the Bastion; the point of the Bastion.

Angle Saillant, Sortant, or Viss. That which thrusts out its point from the Work towards the Country.

Angle Rentrant. An Angle pointing inwards, as the *Saillant* does outwards.

Inward Flanking Angle. That which is made by the Flanking Line, and the Curtin.

Angle

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Angle of the Counterscarp. Made by two sides of the Counterscarp before the middle of the Curtin.

Angles of a Batalion. Made by the last Men at the ends of the Ranks and Files.

Front-Angles. The two last Men of the Front-Rank.

Rear-Angles. The two last Men of the Rear-Rank.

Anspesade, vide Lanspesade.

Antestature. A small Retrenchment made with Palisades, or Bags of Earth, wherewith Men cover themselves in haste, to dispute the rest of the Ground, when the Enemy has gain'd part.

Appointè. A Foot Soldier, who for his long Service and extraordinary Bravery, receives pay above the private Sentinels, and expects to be advanc'd. This in France, for I find none such in England; and now even in France the *Appointees* of all Regiments have been suppress'd, since the Companies are reduced to 50 Men. Only the Regiment of Guards has still 40 *Appointees* in a Company, each Company consisting of 150 Men. Their extraordinary Allowance is 18 Deniers above the other Soldiers.

Approaches. All the Works that are carry'd on towards a place that is Besieg'd; as the Trenches, Epaulments without Trenches, Redoubts, Places of Arms, Sappe, Galeries, and Lodgments. See these Words in their several Places. *Approaches* also signify Attacks.

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Araignée, Rameau, Branch, Return, or Galery of a Mine. Vide Galery.

Area, The content of any Rampart, or other Works in solid Feet of Earth.

Army. A numerous Body of Troops, consisting of Horse, Foot and Dragoons, commanded by a General.

Flying Army, vide Camp.

Arsenal. A place appointed for making and keeping of all warlike Stores

Artillery. All sorts of Great Guns, Mortars, Petards, and the like. The Train of Artillery includes all sorts of warlike Stores. There is a General, Comptroller, and very many other Offices belonging to the Artillery, too long for this place, vide Cannon.

Assault, The Effort Men make, and the Fight they ingage in to make themselves Masters of a Post, and gain it by main force, driving the Defendants from it, and exposing their Bodies to this purpose to the Fire of the Besieged, without the defence of any Works. Whilst the Assault lasts, and both Parties are mixt, there is no danger of the Cannon on either side, because both are afraid of destroying their own Men among their Enemies. To give an Assault; To be commanded to the Assault; To stand an Assault: To second the Assault; To repulse an Assault; To carry by Assault.

To Assault, vide to Insult.

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Attack. The General Assault, or Onset, that is given to gain a Post, or upon any Body of Troops.

Attack of a Siege. The Works the Besiegers carry on, either Trenches, Galleries, Sappes, or Breaches, to reduce a place, on any of its sides. Sometimes two Attacks are carried on against one same *Tenaille*, or Front of a Place, with Lines of Communication between them. *Vide Trenches.*

False Attack. That which is not carry'd on with such vigour as the rest, as not intended to do the same effect, but only to give a diversion to the Besieged, and divide the Garrison; and yet sometimes the False Attack has prov'd as successful as the Real.

Regular, or Droit Attacks. Those which are carry'd on in Form, according to Rules of Art.

Avant-Fosse, or Ditch of the Counterscarp. A Moat, or Ditch full of Water running round the Counterscarp, on the outside next the Campaign, at the Foot of the Glacis. Engineers do not approve of it, where there is a possibility of dreining it, because then it is a Trench ready made for the Besiegers to defend themselves against the Sallies of the Besieged; and besides, it obstructs the putting of Succours into the place, or at least makes it more difficult.

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B *AGS*, vide *Canvas Bags*.
Ball, vide *Bullet* and *Fireball*.

Ban. A Proclamation made at the Head of a Body of Troops, or in the several Quarters of the Army, by Sound of Trumpet, or Beat of Kettle-Drums, or Drums, either for observing of Martial Discipline, or for declaring a New Officer, or punishing a Soldier, or the like.

Bandeliers. Little Wooden Cases cover'd with Leather, of which every Musketeer wears 12 hanging on a Shoulder-Belt, or Collar, as they call it, each of them contains the charge of Powder for a Musket.

Bands. Bodies of Foot properly, as the *French* formerly call'd all their Infantry, *Bands Francoises*, or *French Bands*, but not now us'd. In *England* the Word is still used for the Band of Pensioners, a Company of Gentlemen attending the King's Person upon solemn Occasions.

Banquette, vide *Footbank*.

Barack, or *Baraque*. A Hut, like a little Cottage for Soldiers to lie in the Camp. Once only those of the Horse were call'd *Baracks*, and those of the Foot *Huts*; but now the Name is indifferently given to Both. These are made, either when the Soldiers have not
 Tents,

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Tents, or when any Army lies long in a place in bad Weather, because they keep out Cold, Heat, or Rain, better than Tents, and are otherwise more commodious. They are generally made by fixing four strong forked Poles in the Ground, and laying four others a-cross them, then they build the Walls with Wattles, or Sods, or such as the place affords. The Top is either Thatch'd, if there be Straw to spare, or covered with Planks, or sometimes with Turf.

Barbe. To Fire *en Barbe.* Is to Fire the Cannon over the Parapet, instead of putting it through *Embrasures.* To Fire thus, the Parapet must be but three Foot and a half high.

Barm, or Berm, vide *Foreland.*

Barricado. A Fence made of Palisades.

Barrils. These fill'd with Earth, serve to make Parapets to cover the Men, like the Gabions, and Canvas Bags.

Base. The Level Line on which any Work stands, that is even with the Ground, or Campaign.

A Base. The smallest Piece of Cannon that is, carrying a Ball but of 5 Ounces.

Base-ring of a Cannon. The great Ring next to and behind the Touch-hole.

Baskets or *Corbeilles.* Are use to fill with Earth, and place them one by another, to cover the men from the Enemies shot. They are wider at the Top than at the bottom, that there may be space

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enough

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enough below for the Men to fire thro' upon the Enemy. They are generally a foot, or a foot an half high.

Basse-Enceinte, or *Basse Enclosure*. The same as *Fausse Braye*.

Bastion. A great Work sometimes Fac'd or Lin'd with Stone, or Brick, and sometimes with Sods, generally advancing before an Angle of the *Polygon* towards the Campaign. The Lines terminating it are Two Faces, Two Flanks, and Two Demigorges. The union of the Two Faces makes the outmost Angle, call'd the *Angle of the Bastion*. The union of the two Faces to the two Flanks, makes the Side Angles called the *Shoulders* or *Epauls*; and the union of the two other ends of the Flanks to the two Curtins, forms the Angles of the Flanks.

A Bastion Compos'd. Is when the two sides of the Interior *Polygon* are very unequal, which makes the *Gorges* also unequal.

A Bastion cut off with a Tenaile, in French, *Bastion coupé*, or *Bastion à Tenaile*. Is that whose Point is cut off, and makes an Angle inwards, and two Points outwards, that is a *Tenaile*. This is done when Water, or any other Accident hinders carrying on the Bastion to its full Extent, or that it would be too short.

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A Bastion deform'd. That which wants one of the Demigorges, because one side of the Interior Polygon is so very short.

A Demi-Bastion. Has but one Face and Flank, and is usually before a Horn-work, or Crown-work. It is also call'd an *E-paulment*.

A Bastion detach'd, or cut off. That which is separated from the Body of the Works.

A Double Bastion. That which is on the Plain of the great Bastion has another Bastion built higher, leaving 12 or 18 Feet between the Parapet of the lower, and the Foot of the higher.

A Hollow, or Voided Bastion, in French, Bastion Vuide, or Creux. Has only a Rampart and Parapet about its Flanks and Faces, leaving an empty space towards the Center, and the Earth so low, that when an Enemy is once lodg'd on the Rampart, there is no making a Retrenchment towards the Center, but what will be under the Fire of the Besiegers.

A Plat Bastion. If the distance between the Angles of the Interior Polygon be double the usual length, then a Bastion is made in the middle before the Curtin or strait Line; whereas the others are generally before the Angles, and this is call'd a *Plat-Bastion*. It has generally this disadvantage attending it, That unless there be an extraordinary breadth

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allow'd to the Moat, the returning Angle of the Counterscarp, runs back too far into the Ditch, and hinders the fight and defence of the two opposite Flanks.

A Regular Bastion. Is that, which has a due proportion of Faces, Flanks, and Gorges.

A Solid Bastion. Rises equally to the Ramparts of the place, without any empty space towards the Center. They have this advantage above others, that they afford Earth enough to make a Retrenchment in case the Enemy lodge himself on the top of the Bastion, and the Besieged are resolved to dispute every Foot of Ground.

Batalion. A Body of Foot commonly consisting of 7 or 800 Men, Two Thirds whereof are generally Musketeers, and the other Third Pikemen, who are posted in the Center. *Batalions* are for the most part drawn up Six deep, that is, Six Men in File, or one before another, those in length, or side by side, being call'd *Ranks*. Some Regiments consist of but one Batalion; but if more numerous, they are divided into several Batalions, according to their strength, so that every one may be about the number aforesaid. So the Batalions of *French Guards* have commonly but 5 Companies, because each of those Companies have 150 Men; but of other *French Regiments* there go 16 Companies to make

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make up a Batalion, because they are but 50 Men in a Company. Of the *Swisse* Guards Four Companies make a Batalion, because they are 180 in a Company. When there are Companies of several Regiments in a Garrison, and they are to form a Batalion, those of the Eldest Regiment post themselves on the Right, those of the Second on the Left; and so the others successively on the Right and Left, till the Youngest fall into the Center. The Subaltern Officers take their Posts before their Companies, the Captains on the Right and Left according to their Degree. Batalions are divided into Three great Divisions, which are the Musketeers on the Right and Left, and the Pikes in the Center. In marching, when there is not room for so large a Front, they break into Subdivisions, according as the Ground will allow. The Art of drawing up Batalions, teaches how to range a Body of Foot in such order and form, that it may most advantageously engage a greater Body, either of Horse and Foot, or both; but the main design is, to prevent the Foot being broke by the Horse, when attack'd in open Field, where there are no Ditches, Hedges, or other advantages to secure them. Formerly they used to reduce the Batalion to an *Ostagon*, or Figure of 8 sides, and since the hollow Square has been us'd; but both these methods require

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quire too much time upon sudden occasions, and Men must be very well disciplin'd, or it will put them into greater Confusion.

Battery, or Platform. A place to plant Guns on. It is laid with Planks and Sleepers for them to rest on, that the Wheels of the Carriages may not sink into the Earth. They are allow'd a little stoop, or inclining towards the Parapet, that the Guns may Recoil the less, and be more easily return'd to their place. Field or Camp Batteries are to have a Ditch before them; to be Palisado'd, and have a Parapet on them, and two Redoubts on the Flanks, or places of Arms to cover the Troops that are to defend them. The open spaces in the Parapet, to put the Muzzels of the Guns out at, are call'd *Embrasures*, and the distances between the *Embrasures*, *Mercions*. The Guns are generally about 12 Foot distant from one another, that the Parapet may be strong, and the Gunners have room to Work.

Battery Sunk, or Bury'd. In French *Batterie Enterre*, or *Ruinante*. When the Platform is sunk into the Ground, so that there must be Trenches cut in the Earth against the Muzzles of the Guns for them to fire out at, or to serve as *Embrasures*. This sort of Battery is generally us'd upon first making the approaches, to beat down the Parapet of the place.

Cross

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Cross Batteries. Two Batteries which play athwart one another upon the same Body forming an Angle there, and beat with more violence, whence follows more destruction; because what one Bullet shakes, the other beats down.

Battery de Enfilade. That which Scours, or Sweeps the whole length of a strait Line.

Battery en Echarp. That which plays on any Work obliquely.

Battery de Revers, or Murdering Battery. That which beats upon the back.

Joint-Battery, or Batterie par Camarade. When several Guns fire at the same time upon one Body. To raise a Battery, to Plant a Battery, to Ruin a Battery.

Batterie de Tambour. The French so call the Beat of Drum, which we call the General, *vide* General, to beat the General.

Batteurs d'Estrade. Scouts or Discoverers, Horsemen sent out before, and on the Wings of an Army, a Mile, Two or Three, to discover, and give the General account of what they see.

Battle. The Engagement of Two Armies.

Battle Array. The Order of Battle; the Form of drawing up the Army for fight.

Main-Battle. In French, *Corps de Bataille.* The main Body of the Army, which is the Second of the Two Lines, whereof the First is the Van, and the
Third

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Third the Rear, or Reserve. *Vide Line.*

Bayonette. A Broad Dagger without any Guard, generally made with a round taper handle to stick it in the muzzle of a Musket, in which manner it serves instead of a Pike to receive the charge of Horse, all the Men having first the advantage of their Shot, and then as many as there is occasion for with their Bayonettes thus in their Muskets, cover the rest of the Musketeers.

To beat a Parley, vide Chamade. For this, and all other Beats, *vide Drum.*

Beetles. Great Sledges, or Hammers, to drive down Palisades, or for other uses.

Berme, vide Foreland.

Biovac. A Guard at Night perform'd by the whole Army; which either at a Siege, or lying before an Enemy, every Evening draws out from its Tents or Huts, and continues all Night under Arms before its Lines or Camp, to prevent any surprize. When Troops are much harass'd, or there is no great Apprehension of the Enemy, sometimes it is allow'd the *Biovac*, that the two Front Ranks by turns stand under Arms, whilst the Rear Ranks take some rest on the Ground. The Word *Biovac* is a Corruption of the German *Weinack*, which signifies Double Guard. To raise the *Biovac*, is to return the Army to their Tents or Huts, sometime after break of Day.

Blinder.

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Blindes. Pieces of Wood to lay a cross a Trench, to bear the Fascine, or Clays laid on them loaded with Earth, to cover the Workmen. This is generally done when the Work is about the Glacis, and the Trench is carry'd on facing the place.

Blindes. Are also sometimes only Canvas stretch'd to take away the sight of the Enemy; sometimes they are Planks set up, for which see Mantelets; others of Baskets, for which see Gabions; others of Barrils, and others of Sacks fill'd with Earth. But most properly Blindes are Bundles of Oziers, or other small Wood bound at both ends, and set up between Stakes or Clays.

Blind is also the same, as *Orillon*.

Bloccade, or Blocus. Is in the Nature of a Siege, when Troops are posted on all the Avenues that lead to the place, in order to keep out any supplies from going into it; so that it is propos'd to starve it out, and not take it by regular Attacks. To form a Bloccade, to raise a Bloccade, to turn a Siege into a Bloccade.

To Bloccade, or Block up a place. To shut up all the avenues, so that it can receive no relief.

Blunderbuss. A short Fire-arm with a very large bore to carry a number of Musket or Pistol Bullets, proper to do Execution in a Crowd, or to make good a narrow passage, as the Door of a House, a Stair-Case, or the like.

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Bomb. An Iron Shell, or hollow Ball, with a large Touch-hole to put in a Fuze, which is made of a Composition that is to burn slowly, that it may last all the time the Bomb is flying, and the Fire not come to the Powder within, till it falls, and so do execution by firing what is about it, or by the pieces of the Shell flying about. This Bomb is clapt into a Mortar-piece, mounted on a Carriage, and when the Bombardier has set Fire to the Fuze with one hand, he gives Fire to the Touch-hole of the Mortar-piece with the other. Bombs may be us'd without Mortar-pieces, as the *Venetians* did at *Candia*, when the *Turks* had possessed themselves of the Ditch, rowling down Bombs upon them along a Plank set slooping towards their Works, with Ledges on the sides to keep the Bomb right forwards. They are also bury'd under Ground to blow it up, for which see *Casson*.

Bonnet. A Work consisting of two Faces, which make an Angle Saillant in the Nature of a small Ravelin, without any Ditch, having only a Parapet, three Foot high, and Palisado'd, with another Palisade at 10 or 12 Foot distance. The *Bonnet* is made beyond the Counterscarp, in the Nature of a little advanc'd Corps de Garde.

Bonnet a Prestre, or *Priests cap*. An out-work, which at the Head has three Angles Saillant, and two inwards, and differs

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differs from the double *Tenaille* only in this point, that its sides instead of being Parallel, are made like the *Queue d'Yronde*, or Swallows Tail, that is narrowing or drawing close at the Gorge, and opening at the Head.

Boyau, or *Branch of the Trenches*. A Line or particular Cut that runs from the Trenches to cover some spot of Ground, and is drawn Parallel to the Works of the Place, that it may not be enfiladed, that is, that the Shot from the Town may not Scour along it. Sometimes a *Boyau* is a Line of Communication from one Trench to another, when two Attacks are carry'd on near one another. Their Parapet being always next to the place Besieg'd, they do the Service of a Line of Contravallation, to hinder Sal-lies, and cover the Pioneers.

Branch, as *Boyau* above.

Branch of a Mine, vide *Galery*.

Breach. The ruin of any part of the Works beaten down with Cannon, or blown up by Mine, to make it fit to give an Assault. To make good the Breach ; to fortify the Breach with *Chevaux de Frize*, to make a Lodgment on the Breach ; to clear the Breach, that is, to remove the Ruins, that it may be the better defended.

To Break Ground. To begin the Works for carrying on the Siege about a Town, or Fort.

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The *Breech* of a Gun. Is the very end of it next the Touch-hole.

Breastwork, vide *Parapet*.

Brigade. A Party or Body either of Horse or Foot ; for there are Two sorts of Brigades, *viz.* A Brigade of an Army, and a Brigade of a Troop of Horse. A Brigade of an Army is either of Horse or Foot, and not fixt of what number or force it must be ; for the Brigade of Horse may consist of Eight, Ten or Twelve Squadrons, and that of Foot of Three, Four, Five, or Six Batalions. The Brigade of a Troop of Horse is the Third part of it, when it does not exceed 40 or 50 Men ; but if the Troops be 100 strong, it is divided into Six Brigades. The Troops of Horse-Guards are divided into Brigades.

Brigadier. The Officer that commands a Brigade. Brigadiers of the Army are those that command a Brigade of so many Squadrons of Horse, or Batalions of Foot, as was mention'd speaking of the Brigade of an Army, they having the Fourth Degree in the Army, as being next in command to the Major Generals. Every Brigadier marches at the Head of his Brigade upon Service. The Brigadier of Foot commands him of Horse in Garrison ; and the Brigadier of Horse him of Foot in the Field. Brigadiers of the Horse Guards command as youngest Captains of Horse Other Troops of Horse in *France* have Brigadiers,

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diers, which they have not in *England*, where they are call'd Corporals of Horse.

Bridge. The Word in general needs no Exposition; but this may be said in relation to it, That of late Years Copper Boats have been much used to be carry'd in Armies for laying Bridges over Rivers upon occasion, which is done by joyning these Boats side by side, till they reach across the River, and laying Planks over them to make all plain for the Men to march upon.

Flying Bridge, or Pont volant. Is made of two small Bridges laid one over the other, in such manner that the uppermost stretches and runs out, by the help of certain Cords running through Pulleys plac'd along the sides of the Under-bridge, which push it forwards, till the end of it joyns the place it is design'd to be fixed on. When these two Bridges are stretch'd out at their full length, so that the two middle ends meet, they must not be above Four or Five Fathom long, because if longer they will break; and therefore they are only us'd to surprize outworks, or Posts that have but narrow Moats. Flying-bridges are also said to be carry'd upon Rivers, but they are only great Boats with Planks, and all necessarily to joyn, and make a Bridge in a very short time, as occasion requires.

Bridge

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Bridge of Rushes, or Pont de jonc. A Bridge made of great Bundles of Rushes that grow in marshy Grounds; which being bound together, have Planks fastened on them, and are so laid over Morasses or Boggy places for the Horse and Foot to march over. They have also been us'd to pass the Moat of a place besieg'd, and are not so easy to be burnt as Fascines, tho' these be loaded with Earth.

Draw Bridge. A Bridge made fast only at one end with Hinges, so that the other end may be lifted up, and then the Bridge stands upright to hinder the passage of the Moat. There are others made to draw back to hinder the Passage, and to thrust over again to pass. Again, there are others which open in the middle, and one half of them turns away to one side, and the other to the other side, and so are joined again at pleasure, but these are not so proper, because one half of them remains on the Enemies side.

Bringers up. The whole last Rank of a Batallion drawn up, being the hindmost Men of every File.

Bullet, Ball, or Shot. The Ball of Iron, or Lead that is fired out of a Cannon, Musket, or Pistol; for it comprehends all sorts. That of the Whole Cannon, weighs 48 Pounds, of the Bastard Cannon 42, of the Ordinary Demicannon 32, of the 24 Pounder 24, of the large Culve-

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Culverin 20, of the 12 Pounder 12, of the large Demiculverin 12, of the 6 Pounder 6, of the Saker about 5, of the Minion about 4, of the 3 Pounder 3, of the Drakes and Pedreroes and Basis, gradually less. All these are of Iron. The Musket-Ball is about an Ounce, the Carabine and Pistol less, and these of Lead. Red-hot Bullets are shot in Sieges to fire Houses, and do the more mischief in a Town. They are so heated in a Forge made for the purpose close by the Battery, whence they are taken out with an Iron Ladle, and thrown into the pieces, into which before a good Tompion of Sod, or Turf, is ramm'd down, that the Bullet may not touch the Powder.

Bulwark. The Ancient Name for a Bastion, now antiquated, *vide* Bastion.

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C*adet.* A Voluntier that serves upon his own Charge, as Young Gentlemen do, carrying Arms to learn Experience, and wait for Preferment. In France the King allows but two *Cadets* to be received into any one Company of Foot. The proper Signification of the Word is a Younger Brother, and thence apply'd to bear this Sense, because younger Brothers take this upon them to raise their Fortunes.

Caisson,

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Caïsson, or *Superficial Fourneau*. A Wooden Case or Chest, into which they put 3 or 4 Bombs, and sometimes to the number of 6, according to the Execution they are to do, or the Ground is firmer or looser. Sometimes the Chest is only fill'd with Powder. When the Besieged dispute every Foot of Ground, this *Caïsson* is bury'd under some work the Enemy intends to possess himself of; and when he is Master of it, they set fire to it by a Train convey'd in a Pipe, which blows them up. Thus we may say after the Mine or *Fourneau* had destroy'd the *Bonette*, a *Caïsson* was bury'd under the Ground thrown up, and the Enemy advancing to make a Lodgment on the Ruins of the *Bonette*, the *Caïsson* was fir'd, and blew up the Post the Second time.

Caïsson. Is also a cover'd Waggon to carry Bread, or Ammunition.

Caliper Compasses. Us'd by Gunners to measure the Diameter of Bullets, and Cylinder of Guns; and therefore the Legs instead of being strait are made bowing, to find the true Diameter of any Circle.

Calthrops, vide *Crows Feet*.

Camp. The Ground on which an Army pitches its Tents, and lodges, sometimes intrenching, and sometimes without any other defence than chusing the advantage of the Ground.

Flying

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Flying Camp. A strong Body of Horse and Foot, commanded for the most part by a Lieutenant General, which is always in motion, both to cover its own Garrisons, and to keep the Army in continual Alarm.

Campaign. The time every Year that an Army continues in the Field, during any War. We say, a Man has serv'd to many Campaigns. The Campaign will begin at such a time. This will be a long Campaign.

Cannon, Ordnance, Great Guns, or Artillery, Fire Arms, either of Brass or Iron, long, round and hollow, charg'd with Powder and Ball, or Cartridge. There are several Degrees and Sizes of them, distinguish'd by these several Names, Whole Cannon, Bastard Cannon, or Cannon of Seven. Demicannon 24 Pounds, Whole Culverin 12 Pounds, Demiculverin 6 Pounds, Sakers, Minions 3 Pounds, Drakes and Pedreroes, more of each of which you may see under its proper Letter. Cannon often fir'd must be carefully cool'd, or else it will burst. See more under *Battery, Cavalier, Embrasures.* To Nail, to Recoil, and Carriages.

Cannon Royal, or of Eight, A great Gun, 8 Inches Diameter in the Bore, 12 Foot long, 8000 Pounds weight, carries a Charge of 32 Pounds of Powder, and a Ball 7 Inches and 4 Eighths

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Diameter, and 48 Pounds weight. Its point-blank-shot 185 Paces.

Cannon Baskets, vide Gabions.

Canvas Bags, or, Earth Bags. Are Bags containing about a Cubical Foot of Earth. They are used to raise a Parapet haste, or repair one that is beaten down. These are of use when the Ground is Rocky, and affords not Earth to carry on approaches, because they can be easily brought from further off, and removed at will. The *French* call them *Sacs-a-Terro*, that is, Earth Bags. These same Bags, upon occasion, are us'd for Powder, and holds 50 Pounds.

Capital. A Line drawn from the Angle of the *Polygon*, to the point of the *Bastion*.

Capitulation. The Conditions on which a place that is Besieg'd surrenders, being Articles agreed between the Besieg'd and Besiegers.

Caponniere. A Work, or Lodgment sunk four or five Foot into the Ground, with its sides rising about two Foot above the Ground, on which they lay Planks well cover'd with Earth. They are big enough to lodge 15 or 20 Musketiers, who fire through Loop-holes made on the sides. These are generally made on the *Glacis*, or in dry Moats.

Captain. The Commander in chief of a Company of Foot, or Troop of Horse or Dragoons. He is to march or fight at the

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the Head of his Company. Among the Horse, when Captains of several Regiments meet, he that has the Eldest Commission takes Place and Commands; but among the Foot, the Captain of the Eldest Regiment commands all that are of Younger Regiments, tho' they have Elder Commissions.

Captain-Lieutenant. The Commanding Officer of the Colonel's Troop, or Company in every Regiment. He Commands as youngest Captain, tho' in reality he is only Lieutenant, the Colonel being himself Captain. In *France* there are several other Captains Lieutenants, as those of the two Troops of Musketers, of Gendarmes, and of the Independent Troops of Light-horse, whereof the King, Queen, Dauphin, or King's Brother, are Captains. Those of the Musketers, Gendarmes, and Light-horse, whereof the King himself is Captain, takes place as Eldest Colonels of Light-horse, and accordingly command all others. The Captains Lieutenants of the Queen's, Dauphin's, and King's Brother's Troops, and the Sub-Lieutenants of the King's Gendarmes roule with all Colonels of Horse, according to the Date of their Commissions.

Captain en Pied. A Captain kept in Pay, that is not Reform'd. The Expression, tho' altogether *French*, occurs sometimes.

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Captain Reform'd. One, who upon reducing of Forces loses his Company, ye is continu'd Captain, either as Second to another, or without Post, *vide Reform'd.*

Captain en Second, vide Second.

Captain des Gardes, & aux Gardes. Tho' this distinction be peculiar to France, it occurs so often, that it requires to be explain'd. The English of it is, Captain of the Guards, or in the Guards. *Capitain des Gardes*, or Captain of the Guards, is Captain of one of the Four Troops of Horse-Guards. *Capitain aux-Gardes*, or Captain in the Guards, is the Captain of a Company in the Regiment of Foot-Guards.

Carabine. A small Fire-Arm between a Pistol and a Musket, us'd by all the Horse.

Carabiniers. Some Regiments of choice Horse cull'd out of all the other Regiments in France of late Years.

Carcass. A mischievous invention in the nature of a Bomb, and thrown like it out of a Mortar-piece. It is compos'd of 2, 3, or more Granadoes, and several small Pistol Barrels, charg'd and wrapp'd up with the Granadoes in Towe, dipp'd in Oil, and other combustible matter. The whole is put into a pitch'd Cloath made up Oval, which is set in an Iron Frame like a Lanthorn, having a hollow top and bottom, and Bars running between them to hold them together. These

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These long Bars that join the top and bottom, are bound together by one or more Iron Rings, all which in some measure represents the Trunk of a dead Carcass. One of the Concave places has a Ring to lift, and put it into the Mortar-piece, the other has a Touch-hole to set fire to the Carcass, which is shot like a Bomb upon any place intended to be fir'd. These Carcasses do not answer as much as was expected from them.

Carriages for Guns, are in the nature of long narrow Carts, each made to the proportion of the Gun it is to carry. When they stand upon Batteries, they have but two Wheels, and so they are fir'd; but when drawn, two other less Wheels are added, beyond the Breech of the piece. The Carriages for Mortars are low with four Wheels each of one piece, exactly like the Sea-Carriages.

To carry on the Trenches, vide Trenches.

Cartridge. In French *Cartouch*. A Roll of Paper, Past-board, or Parchment, like a Case made to contain the Charge of any Fire-arm. Cartridges for Pistols and Muskets are made of Paper, which is sufficient to contain that Charge of Powder and Ball; but they are of Past-board, or Parchment to hold the Shot, broken Iron and Powder to Charge Cannon, when it is to fire near at hand. There is this inconveniency in Musket and Pistol Cartridges, that they are not

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easily drawn upon occasion ; and besides, they require too much time for ramming upon hasty firing ; but in Cannon of Cazemats, or other Posts that defend the Passage of the Ditch, or the like, they have a dreadful effect.

Cascabel. The very hindmost knob of the Cannon, or utmost part of the Breech.

Castle. In French *Chasteau*. A place strong either by Art or Nature, whether in a City, or in the Country, to keep the People in Obedience. A sort of a little Cittadel.

Carvalier, or Mount. A great elevation or heap of Earth, sometimes round, and sometimes a long Square, on the top whereof is a Platform, with a Parapet to cover the Cannon planted on it. The height of it must be proportionable to that part of the Enemies Ground, or Works it is designed to over-look or command. Those which are rais'd upon the Enclosure of any place, whether in the middle of the Curtin, or in the Gorge of a Bastion, are generally 15 or 18 Foot higher than the *Terre-plain* of the Rampart. The breadth of them is to be regulated by the number of Cannon design'd to be planted on them, observing that there must be ten or twelve Foot distance allow'd between every two Guns, for the conveniency of the Gunners.

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Cavalry. That Body of Soldiers that serves and fights on Horse-back. These are either Regimented, or Independent Troops, as the Troops of Guards; and in *France* the *Gendarmes*, and Musketeers a Horseback. All these upon service are drawn up in Bodies, call'd Squadrons.

Cavin. A hollow, fit to cover Troops, and facilitate their approach to a place. If it be within Musket-shot, it is a place of Arms ready made to hand, and a conveniency for opening the Trenches, out of fear of the Enemies Shot.

Cazematte. A Platform in that part of the Flank of a Bastion next the Curtin, somewhat retir'd, or drawn back towards the Capital of the Bastion. Sometimes it consists of three Platforms, one above another, the *Terre-plain* of the Bastion being the highest, for which reason the *French* give the others the Name of *Places Basses*, or low places. Behind their Parapet, which fronts along the Line of the Flank, there are Guns planted, loaded with Cartridges of small shot, to scour along the Ditch, and these Guns are cover'd from the Enemies Batteries by Earth works, fac'd or lin'd with Wall, and call'd *Orillons* or *Epaulements*. The *Cazematte* is the most excellent defence a place can have.

Cazernes. Little Rooms, or Lodgments, generally built between the Rampart and Houses of a fortify'd Town, to

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quarter Soldiers for the ease of the Inhabitants. There are generally two Beds in each Cazern, for six Soldiers to lie, three and three ; but so that the third part being always upon Guard, there are but four left in the Cazern, or two in a Bed.

Center. The middle point of any Work or Body of Men. The Pikes are in the Center of the Batallion, the youngest Regiments in the Center of the Army. From the Center of a place, are drawn the first Lines to lay down the Form of Fortification.

Chace of a Gun. The whole length.

Chain. Is nothing but a sort of Wire-Chain, divided into Links of an equal length, which Enginiers make use of for setting out Works on the Ground, because the Line is apt both to shrink and give way.

Chain-Shot, vide Shot.

Chamade. A signal made by the Enemy either by beat of Drum, or sound of Trumpet, when they have any matter to propose. Otherwise call'd to sound, or beat a Parley, which is the more proper English ; but *Chamade* begins to grow familiar, as do all other terms in Martial Affairs. The Besiegers beat the *Chamade* or *Parley*, to have leave to bury their Dead. The Besieged beat the *Chamade*, or *Parley*, and *Capitulated*.

Chamber of a Gun. That part where the Powder and Shot lies.

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Chandelers. Wooden Frames, large and strong, to pile Faggots against one upon another, to cover the Workmen instead of a Parapet. These are to remove from place to place, as occasion requires, upon sudden Emergencies, or whilst the Trenches are digging.

Charg'd, Cylinder, or Chamber. That part of a Cannon which contains the Powder and Shot.

Chausse. Res de Chausse. The level of the Field, the plain Ground.

Chausse-Traps, vide. Crows-Fcet.

Chemin Convert, vide Covert-way.

Chemin des Rondes, or Way of the Rounds. A space between the Rampart, and the low Parapet under it, for the Rounds to go about: It is the same as the *Fausse Braye*, vide, *Fausse Braye*.

Chemise. A Word almost out of Date, formerly signifying the Wall that faced or lined a Work of Earth, especially when the Soil was sandy and loose; and therefore could not support it self, without allowing it too great a *Talus*, or Stoop.

Chevaux de Frise, or Horse de Frise. The same as Turnpikes, only some will have it, that the *Chevaux* are made stronger than the *Turnpikes*; but there is no other difference but in the Language, one being the *French*, the other the *English* Name, yet both indifferently now us'd in *England*, and the *French* rather the most. vide *Turnpike*.

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Cinquain. An ancient order of Battle; to draw up 5 Batallions, so that they may make three Lines, that is a Van, Main Body, and Body of Reserve. Supposing the five Batallions to be in a Line, the 2d and 4th advance and form the Van, the 3d falls back for the Rear guard, or Body of Reserve, the 1st and 5th from the main Body upon the same Ground. Then every Batallion ought to have a Squadron of Horse on its Right, and another on its Left. Any number of Regiments produc'd by the Multiplication of the Number 5, as 10, 15, 20, &c. may be drawn up in the same manner.

Circumvallation. A Line, or Trench, with a Parapet, thrown up by the Besiegers, a Cannon-shot from the place, encompassing all their Camp, to defend it against any Army that may attempt to relieve the place; so that the Army besieging lies between the two Lines of Contravallation, and Circumvallation, the former against the Besieged, and the latter against those that shall pretend to relieve them. The Line of Circumvallation is generally about seven Foot deep, and about twelve Foot broad. The Parapet runs quite round the top of it, and at certain distances it is strengthened with Redoubts and small Forts. The Line of Circumvallation must never run along the foot of a rising Ground, because if an Enemy shall possess himself of the height,

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he might plant Cannon there, and command the Line.

Citadel. Is a Fort with four, five, or six Bastions, rais'd on the most advantageous Ground about a City, the better to command it, and divided from it by an *Esplanade*, or open Space, the better to hinder the approach of an Enemy. So that the Cittadel defends the Inhabitants, if they continue in their duty, and punishes them if they revolt. Besiegers always attack the City first, that being Masters of it, they may cover themselves the better against the fire of the Citadel.

Clates. Are the same as commonly we call *Wattles*, being made of strong Stakes, interwoven with *Oziers*, or other small pliable twigs, and the closer the better. They are generally about 5 or 6 Foot long, and 3, or 3 and a half broad. The use of them is to cover Lodgments overhead with much Earth heap'd on them to secure the Men against the Fire-works, and Stones thrown by the Besieged. They are also cast into a Ditch that has been drein'd, for the Besiegers to pass over on them without sticking in the mud.

To Clear the Trenches. To beat out those that are to guard them with a vigorous Sally from the place Besieged, to throw down the Parapet, fill the Trench, and nail the Cannon.

To Cloy Guns, vide, To Nail.

Coffre.

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Coffre. A depth sunk in the bottom of a dry Ditch, of the whole breadth of the said Ditch from side to side, and cover'd with Joists, rais'd two Foot above the bottom of the Ditch, which rising serves instead of a Parapet, with Loop holes in it; and this Work being made at leisure by the Besieged, it serves to fire on the Besiegers, when they attempt to cross the Ditch. The breadth of the *Coffre* is about 15 or 18 Foot, and the depth six or seven: Only its length distinguishes it from the *Caponniere*, which does not reach the whole breadth of the Ditch; and it differs from the *Traverse* and *Gale-ny*, in that these two are made by the Besiegers, and the *Coffre* by the Besieged. The Besiegers *Epaul*, or cover themselves against the *Coffres*, throwing up the Earth on that side, on which the Musketers in it fire.

Coffre. Is also taken for the same; as *Caïsson*, vide *Caïsson*.

Colonel. The Commander in Chief of a Regiment either of Horse, Foot, or Dragoons in *England*; but in *France* and *Spain*, they call the Colonels of Horse, *Masters de Camp*. Colonels of Foot take place, and command one another according to the Antiquity of their Regiments, and not of their Commissions; but those of Horse on the contrary, according to the Date of their Commissions, without regard to the Antiquity of the Regiments. Their Post at the head of the

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Regiments is three paces before the Captains. Sometimes there are Colonels General of Horse, Foot, and Dragoons, whose Authority extends over each of these Bodies.

Column. The long File, or Row of Troops, or of Baggage of an Army on its march. So to march in a Column, is to march a great depth, or in a long File, instead of making a large Front. An Army marches in one, two, three, or more Columns, according as the Ground will allow, and the General sees expedient.

Command. Word of Command. The Terms us'd by Officers in Exercise, or upon Service.

Commanding Ground. A rising Ground which overlooks any Post, or strong place. There are three sorts of Commanding Grounds.

A Front Commanding Ground. A height opposite to the Face of the Post which plays upon its Front.

A Reverse Commanding Ground. An eminence, which plays upon the back of a Post.

An Enfilade Commanding Ground, or Curtain Commanding Ground. A high place which with its shot scours all the length of a strait Line.

Commissary General of the Musters, or Muster-Master-General. Takes account of the strength of every Regiment, Reviews them, sees the Horse be well Mounted, and all Men well Arm'd and Accoutred.

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Commissary-General of Provisions. Has the Charge of furnishing the Army with all sorts of Provisions, and must be very vigilant and industrious, that they may never suffer want.

Commission. The Authority by which every Officer acts in his Post, sign'd by the King, or by his General, if he be impower'd.

Commission-Officers, vide *Officers.*

Company. A small Body of Foot, the number never fix'd, commanded by a Captain. Generally two thirds of the Company are arm'd with Muskets, and the rest with Pikes; but this particular may also vary.

Independent-Company. That which is not incorporated in a Regiment.

Complement of the Curtin. Is that part of the interior side which forms the Demi-gorge.

Contravallation. A Trench with a Parapet the Besiegers cover themselves with next the place Besieg'd, to defend them against the Sallies of the Garrison; so that the Army forming a Siege, lies between the Lines of Circumvallation, and Contravallation. This Line is carry'd on without Musket-shot of the Town, and sometimes goes quite round it, sometimes not, according as the General sees occasion.

Contre-Quue-a'yronde, or Counter Swallows Tail. An Outwork in the form of a single *Tenaille*, wider next the place, that

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that is, at the Gorge, than at the Head, or next the Campaign. Which is the contrary in the *Queue-d'yronde*, or *Swallows Tail*, this being widest at the Head. The sides of the *Contre-Queue* are not so well Flank'd from the place as those of the *Queue d'yronde*, or *Swallows Tail*, and therefore is not so good.

Contribution. An Imposition, or Tax paid by all Frontier Countries, to redeem themselves from being plunder'd and destroy'd by the Enemy.

Convoy. A supply of Men, Money, Ammunitions, and Provisions convey'd into a Town, or to an Army, or the Body of Men that marches to secure any thing from the Enemy.

Copper-Boats. vide *Bridge*.

Corbelles, vid. *Baskets*.

Cordeau. A Line divided into Fadoms, Feet, &c. to mark Out-works on the Ground, us'd by Engineers.

Cordon. Is a putting out of Stone commonly round, running round the Wall towards the top.

Corider, vide *Covert-way*.

Cornet. A Commission Officer belonging to every Troop of Horse, subordinate to the Captain and Lieutenant, equivalent to the Ensign among the Foot.

Cornish-ring of a Gun. The next Ring from the Muzzle backwards.

Corporal. An Inferior Officer of Foot, who has charge of one of the Divisions
of

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of a Company, places and relieves Centinels, and keeps good order in the *Corps de Garde*. He receives the Word of the Inferior Rounds, that pass by his *Corps de Garde*. Every Company, if small, has three Corporals, but more, if numerous.

Corps de Garde. A Post sometimes under Covert, and sometimes in the open Air, to receive a number of Men who are reliev'd from time to time, to watch in their turns for the security of some more considerable Post. This Word *Corps de Garde*, does not only signify the Post, but the Men in it.

Corps de Battaille. The main Body of an Army drawn up for Battle, whereof the first Line is call'd the *Van*, the Second the *Corps de Battaille*, or *Main Battle*, and the third the *Corps de Reserve*, *Body of Reserve*, or *Rear Guard*, vide *Battle*.

Corps de Reserve, vide *Line of Battle*, and *Rear-Guard*.

Covert-way. In French, *Chemin-Covert*, or *Coridor*. A space of Ground level with the Field upon the Edge of the Ditch, three or four fathom wide, and cover'd with a Parapet or Brest-work, running all round the Moat, and sloping gently towards the Campaign. It has also a Foot-bank. One of the greatest difficulties in a Siege, is to make a Lodgment on the *Covert-way*, because generally the Besieged Palisade is along the middle, and undermine it on all sides.

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This is commonly call'd the *Counter-scarp*, because it is on the Edge of it.

Counter-approaches. Lines or Trenches carried on by the Besieged, when they come out to attack the Lines of the Besiegers in form.

Counter-Battery. A Battery that plays upon another.

Counter-guard. In French *Contre-garde*, or *Envolope*. A small Rampart with a Parapet and Ditch to cover some part of the Body of the Place. There are Counterguards of several Shapes, and differently situated. Those rais'd before the Point of a Bastion, consist of two Faces, making an Angle Saillant, and parallel to the Faces of the Bastion. Those which cover one of the Faces of the Bastion, are shap'd like a Demi-Bastion, with a Parapet upon the Face and Capital, but none on the Flank, which must be open and exposed to the fire of the place. This Name of *Counter-garde*, is not much in use at present among Engineers, who call it an *Envelope*. Count Pagan calls that Work about any place beyond the great Ditch, the *Counter-garde*, or Great *Counterscarp*. But there is no place fortified according to his method, because of the excessive charge it requires, vide *Envelope*.

Counter-Line, vide *Contravallation*.

Countermarch. When the Files Countermarch, it changes the Face or Front of the Batalion ; and when Ranks Countermarch

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march, it is exchanging the Wings of the Batalion. The Files Countermarch to bring those that are in the Front to the Rear, which is proper when a Batalion is charged in the Rear, and the Commander would have the File-Leaders, who are generally chosen Men, take the place of the bringers up. The Ranks Countermarch, when it is required that one Wing of the Batallion should exchange its Ground with the other.

Countermine. A Well, or Hole, sunk into the Ground, from which a Galery or Branch runs out under Ground, to seek out the Enemies Mine, and disappoint it.

Counterscarp. Is properly the *Talus*, or Slope of the Ditch, on the farther side from the place, and facing it. But by this name is commonly meant the *Covert way*, and *Glacis*, and in this Sense it is said the Enemy attack'd the Counterscarp, or lodg'd themselves on the Counterscarp.

Counterscarp, Ditch of the Counterscarp, vide Avant Fosse.

Counter Trenches. Are Trenches cast up against the Besiegers, and consequently have their Parapet towards them, and are enfiladed from several parts of the place, to hinder the Enemy from making use of them, when they are Masters of them. But care must be taken that they be not enfiladed, nor commanded by any Eminence possessed by the Enemy.

Croats.

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Croats. Properly the Poople of *Croatia*: but in *France* there is a Regiment of Horse so call'd, because at first they were of that Nation, tho' now they are all *French*, as are those they still call the *Scotch Gendarmes*. These *Croats* are commanded upon all desperate Service; and therefore in a Battle they are posted on the Wings, a little advanc'd before the other Squadrons, upon the Line with the Dragoons.

Crown Work. In French, *Ouvrage a Couronne*. An Out-work that takes up more Ground than any other. It is made up of a large Gorge, and two sides terminating towards the Campaign in two Demi Bastions, each of which is join'd by a particular Curtin to a whole Bastion that is at the head of the Work. Crown Works are made to cover some large spot of Ground, to secure some rising Ground, or to defend the head of a Camp that is intrench'd.

Crowsfeet, Caultrops, or Chaufsetrapes. Four pointed Irons so made, that what way soever they fall, one point is up, being 2, 3, or 4 Inches long, the short ones to strew on Bridges, or Planks, the longer on the Earth. Both to incommode the Cavalry, that they may not approach without great difficulty, the point that sticks up running into the Horses Feet.

A Cube. Is a solid Body, every way square.

Cubical.

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Cubical. The Body that is so solid and square, as a cubical Foot, that is a Foot Square every way of any substance.

Cuirassiers. Horse that wear Armour.

Culverin of the least size. A Gun 5 Inches Diameter in the Bore, 4000 pounds weight, takes a charge of 10 pounds of Powder, and carries a Ball 4 Inches and 6 Eighths Diameter, and 15 Pounds weight. Its Random-shot 180 Paces.

Culverin Ordinary. Is 5 Inches 2 Eighths Diameter in the Bore, 4500 Pounds weight, takes 11 Pounds 6 Ounces charge of Powder, and carries a Ball 5 Inches Diameter, and 17 Pounds 5 Ounces Weight.

Culverin of the largest Size. Is 5 Inches 4 Eighths Diameter in the Bore, 4800 Pounds Weight, takes a charge of 12 Pounds 8 Ounces of Powder, and carries a Shot 5 Inches and 2 Eighths Diameter, and 20 Pounds Weight.

Curtin. That part of the Wall, or Rampart that lies between two Bastions. Besiegers seldom carry on their Attacks against it, because it is the best Flank'd of any part.

Cuttings off, vide *Retrenchments.*

Cuvette. A deeper Trench cut along the middle of the dry Ditch, and generally carry'd down till there be Water to fill it. This is a Ditch within the Ditch, and runs all the length of it, the better to keep off the Enemy. The Breadth

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Breadth of it ought to be 18 or 20 Foot.

Cylinder. Concave Cylinder of a Gun, all the hollow length of a Piece.

Charged Cylinder. The Chamber, or that part which receives the Charge of Powder and Shot.

Vacant Cylinder. That part of the hollow which remains empty when the Gun is charg'd.

D.

D*ecagon.* A Figure that has ten Sides, and as many Angles, capable of being fortify'd with ten Bastions.

To Decamp. To raise the Camp, to break up from the place where the Army lay encamp'd, and march away.

Defence. Line of Defence, vide *L'ne*.

Defence of a Place. All those parts of a Fortification that Flank other parts, as the *Parapets*, *Cazemats*, or *Fausse Brays*, which face and defend those Posts that are opposite to them. It is almost impossible to fix the Miner to the Face of a Bastion, till the defences of the opposite Bastion are ruin'd; that is, till the Parapet of its Flank is beaten down, and the Cannon in all parts that can fire upon that Face which is attack'd, are dismounted.

To be in a Posture of Defence. Is to be ready and provided to oppose an Enemy.

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my. As, our Redoubt is in a good posture of defence ; that is, the Work of it is finish'd, and it can oppose an Enemy.

Defile. A narrow Pass, or Way, where Troops cannot march but making a small Front ; and therefore are forc'd to File off, which gives the Enemy an opportunity of charging them more advantageously, because the Rear cannot come up to relieve the Front.

Degree. Tho' this Term properly belongs to Geometry, it is so often us'd in Fortification, that it will not be improper to declare it is a small part of an Arch of a Circle, whereof every Circle contains 360, which serve to measure the content of the Angle. So we say an Angle is of 20, of 50, or of 70 Degrees, or more. *Vide Angle.*

Demi-Bastion, vide Bastion.

Demicannon-lowest. A great Gun that carries a Ball of 30 Pounds Weight, and 6 Inches Diameter. Its Charge of Powder 14 Pounds. It shoots point blank 156 Paces. The Weight of it 5400 Pounds, the Length 11 Foot, the Diameter of the Bore 6 Inches 2 Eight parts.

Demicannon-ordinary. A great Gun six Inches four Eights Diameter in the Bore, 12 Foot long, weighs 5600, takes a Charge of 17 Pounds 8 Ounces of Powder, carries a Shot six Inches 1 sixth

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Diameter, and 32 Pounds weight, and shoots point blank 162 Paces.

Demicannon of the greatest size. A Gun 6 Foot, 6 Eight parts Diameter in the Bore, 12 Foot long, 6000 Pounds weight; takes a Charge of 18 Pounds of Powder; carries a Ball 6 Inches 5 Eights Diameter, and 36 Pounds weight. The piece shoots point blank 180 paces.

Demiculverin of the lowest size. A Gun 4 Inches 2 Eights Diameter in the Bore; 10 Foot long, 2000 Pounds weight; takes a Charge of 6 Pounds 4 Ounces of Powder, carries a Ball 4 Inches Diameter, and 9 Pounds Weight, and shoots point blank 174 Paces.

Demiculverin-ordinary. A Gun 4 Inches 4 Eights Diameter in the Bore, 10 Foot long, 2700 Pounds weight, charg'd with 7 Pounds 4 Ounces of Powder; carries a Ball 4 Inches two Eights Diameter, and 10 Pounds 11 Ounces Weight. It shoots point blank 175 paces.

Demiculverin elder fort. A Gun 4 Inches and 6 Eights Diameter in the Bore, ten Foot one third in length, 3000 Pounds weight, charg'd with Eight Pounds Eight Ounces of Powder, and carries a Ball 4 Inches 4 Eight parts Diameter, and 12 Pounds 11 Ounces Weight. Its point blank shot 178 paces.

Demi-Gorge. Half the Gorge, or Entrance into the Bastion, not taken directly from Angle to Angle where the Bastion joins to the Curtin, but from the
Angle

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Angle of the Flank to the Center of the Bastion, or Angle the two Curtains would make, were they protracted to meet in the Bastion, vide *Gorge*.

Depth of a Squadron or Batallion. The number of Men there is in the File. That of a Squadron is always three, and that of a Batallion generally six. So we say, the Batallion is drawn up six deep, or five deep.

Descents into the Ditch. Trenches or Cuts made by way of *Sappe*, in the Ground of the Counterscarp, under the *Coverway*, and cover'd with Madriers, that is, Planks, or with *Clays*, that is, large Wattles close bound together, and well loaded with Earth to secure them against Fire. In Ditches that are full of Water, the Descent is made even to the Superficies of the Water, and then the Ditch is filled with Faggots fast bound and cover'd with Earth. In dry Ditches the *Sappe* is carry'd down to the bottom, and they make *Traverses* in it, either to lodge themselves, or secure the Miner.

Deferrer. A Soldier that runs away to the Enemy, or that quits the Service without leave, or runs from one Regiment to another. Deserters are punish'd with Death.

Detachment. A number of Men drawn out of one or more greater Bodies; either to Mount Guards, make an Attack, or other Service. Sometimes

D O

times a Flying Army is made up of Detachments.

To dismount. The vulgar and general meaning is to unhorse, as, to Dismount Cavalry : But,

To Dismount Cannon, is to throw it off the Carriages, or break and render them unfit for Service.

Dispart. To Dispart a Cannon, is to set a Mark on the Muzzle-Ring to be of an equal height or level with the Base-Ring ; so that a Line drawn between them shall be Parallel to the Axis of the Concave Cylinder, for the Gunner to take aim by it at the mark he is to shoot ; for the Bore and this being Parallel, the aim taken by it must be true.

Ditch, vide Moat.

Ditch of the Counterscarp, vide Avant Fosse.

Divisions. Are the several parcels into which a Batallion is divided in marching, consisting generally of about 6 Files each, and led by the Lieutenants and Ensigns, the Captains marching in the Front and Rear. The divisions of an Army are the Brigades.

Dodecagon. A Figure that has twelve Sides, and as many Angles, capable of being fortify'd with the same number of Bastions.

Double Tenaille, vide Tenaille.

To Double. To put two Ranks into one, or two Files into one, according as the Word of command expresses it. As Dou-

D R

ble your Ranks, is for the 2d, 4th, and 6th Ranks to march into the first, third, and fifth; so that of six Ranks they make but three, leaving double the interval there was between them before; which is not so when they double by half Files, because then three Ranks stand together, and the three others come up to double them; that is, the first, second, and third are doubled by the fourth, fifth, and sixth, or the contrary. Double your Files, is for every other File to march into that which is next to it on the Right or Left, as the Word of command directs, and then the six Ranks are turn'd into twelve, the Men standing twelve deep, and the distance between the Files is double what it was before.

Dragoon. Musketiers mounted, who serve sometimes a-foot, and sometimes a horse-back, being always ready upon any thing that requires expedition, as being able to keep pace with the Horse, and do the Service of Foot. In Battle, or upon Attacks, they are commonly the *Enfants Perdus*, or Forlorn, being the first that fall on. In the Field they Encamp either at the Head of the Army, or on the Wings, to cover the others, and be the first at their Arms. They have Cornets like the Horse, and Serjeants like the Foot, but are look'd upon as Foot. Their Martial Musick, Drums and Haut-boys.

Draw Bridge, vide Bridge.

Drein.

D R

Dreïn. A Trench cut to draw the Water out of a Moat. As soon as the Moat is dreïn'd, they cast into it Clays cover'd with Earth, or Bundles of Rushes with Planks on them, to make them a passage over the Mud.

Droit Attacks, vide *Attacks.*

Drum. Either the Martial Instrument itself us'd by Foot and Dragoons, or the Man that beats it, which is done after several Manners, either to give notice to the Troops of what they are to do, or to demand liberty to make some proposal to an Enemy. Every Regiment of Foot has a Drum-Major, who commands all the rest, and every Company has one or two. To beat the General, to give notice to the Forces that they are to march. To beat the Troop, to order the Men to repair to their Colours. To beat a march, to command them to move. To beat the *Tat-to*, to order all to retire to their Quarters. To beat the *Reveille*, at break of day to give leave to come out of Quarters. To beat a Charge, a Signal to fall upon the Enemy. To beat a Retreat, to draw off from the Enemy. To beat to Arms, for Soldiers that are dispers'd to repair to them. To beat an Alarm, to give notice of some sudden danger that all may be in a readiness. To beat a Parley, or Chamade, a Signal to demand some Conference with the Enemy. When a Battallion is drawn up, the Drums are on the Flanks, and when it marches by

E M

Divisions or Subdivisions, they march between them.

Duty. The Exercise of those Functions that belong to a Soldier, yet with this nice distinction, that Duty is counted Mounting Guards, and the like, where there is not an Enemy directly to be engag'd; for when they march to meet the Enemy, it is call'd *going upon Service*.

E

E *Arch Bags, vide Canvas Bags.*
Echarpe, Battery en Echarpe, vide Battery.

Echaugette, vide Gueritte.

Elder Batallion or Officer. The Batallion is counted elder than another by the time since it was rais'd, and according to that standing has the Post of Honour; and Officers are accounted elder than others, not by their Age, or the time they have been Soldiers, but by the Date of their Commission, and accordingly they are to take their Posts. See more of this under the Word *Seniority*.

Embrasures. The Gaps, or Loop-holes, left open in a Parapet for the Cannon to fire through. The usual distance between the Embrasures is generally 12 Foot, for the conveniency of the Gunners, and that the Parapet may not be too much weakned. Every Embrasure is three Foot above the Platform, next to the Cannon, and

E N

and a Foot and a half next the Campaign, to sink the Muzzle, and play low. Each of them is about 3 Foot wide within, and about 6 or 7 without, for the conveniency of traversing the Guns.

Eminence, or Height. A rising Ground that over-looks, and commands that under it.

Empattement. The same as *Talus*. Vide *Talus*.

Enfans perdus. Men detach'd from several Regiments, or otherwise appointed to give the first on-set in Battle, or at an Attack upon a place Besieg'd, so call'd because of the eminent danger they are expos'd to. In English they are commonly call'd, *The Forlorn*.

Enfilade. The Scituation of a Post, which can discover and scour all the length of a strait Line, which by that means is rendred almost defenceless.

To Enfile, or Enfilade the Curtin or Rampart. To sweep the whole length of it with the Shot.

Enneagon. A figure that has nine sides, and as many Angles capable of being fortify'd with the same number of Bastions.

Ensign. The Officer that carries the Colours among the Foot, and is the last Commission-Officer in the Company, being subordinate to the Captain and Lieutenant. The Ensign's Post is at the Head of the Pikes. He is to die rather than lose his Colours.

E P

Envelope. A Work of Earth rais'd sometimes in the Ditch of a place, sometimes beyond the Ditch; sometimes like a plain Parapet, and sometimes like a little Rampart with a Parapet to it. *Envelopes* are generally made, when weak places are cover'd only with bare Lines, and either they cannot, or will not stretch out towards the Campaign with Half-moons, Horn-works, or the like Works which require much Ground. The *Envelopes* in a Ditch are sometimes call'd *Sillons*, *Contre-Gardes*, *Conserves*, or *Lunettes*. See all these Words.

Epaule, or Shoulder of a Bastion. The space contain'd by the Angle, made by the union of the Face and Flank, whence that Angle is called, *The Angle of the Epaule*.

Epaulment. A Work to a side, or side-ways, made either of Earth thrown up, of Bags of Earth, of Gabions, or of Fascines, and Earth. The *Epaulments* of the places of Arms for the Cavalry, behind the Trenches, are generally only of Fascine and Earth.

Epaulment. Is also taken for a *Demi-Bastion*, vide *Bastion*.

Epaulment, or Square *Orillon*. A Mass of Earth almost Square, and fac'd or lin'd with a Wall, to cover the Cannon of a *Cazematte*, vide *Orillon*.

Equilateral. A Figure that has all its sides equal.

Escalade, vide *Scalade*.

Escarp, vide *Scarp*.

Escanade.

E V

Escouade. Generally is the third part of a Company of Foot, so divided for mounting of Guards, and relieving one another. Equivalent to a Brigade of Horse.

Espanade. It properly signifies the Glasis of the Counterscarp, but begins to be antiquated in that sense, and is now only taken for the empty space between the Glasis of a Cittadel, and the first Houses of a Town.

Estorle, vide *Star Redoubt.*

Etappe. An allowance of Provisions, and Forrage, for Soldiers in their march through the Kingdom to or from Winter-quarters.

Etapplier. One that contracts with a Country, or Territory, for furnishing Troops in their march with Provisions, and Forrage. They are to deliver the *Etappe* to the Majors of Horse, or Foot, and in their absence to the Quarter-masters of each Troop of Horse or Serjeants of the Company of Foot. *Etappliers* are forbid giving Soldiers their *Etappe* in Money. Sometimes the *Etappliers* and Officers compound for a Sum of Money, and oblige the Men to make two days march in one, which is great harassing of Men and Horses. and a notorious Fraud.

Evolutions. The motions made by a Body of Men in changing their posture, or form of drawing up, to make good the Ground they are on, or possess themselves

F A

selves of another, that they may either attack the Enemy, or receive his on-set more advantageously. The *Evolutions* are, doubling of Ranks, or Files, Counter-marches and Wheelings.

Exercise. The Practice of all those Motions, and Actions, and Management of Arms a Soldier is to be perfect in, to be fit for Service, and make him understand how to attack and defend.

F

F*ace* of a Bastion. The two foremost sides reaching from the Flanks to the point of the Bastion where they meet, are call'd the *Faces*. These are commonly the first undermin'd, because they reach farthest out, and are least Flank'd, and therefore weakest.

Face of a place, call'd also the *Tenaïlle* of the place. The Interval between the Points of two Neighbouring Bastions, containing the Curtin, the two Flanks, and the two Faces of the Bastions that look upon one another,

Face prolong'd, or *extended*. Is that part of the Line of Defence razant, which is terminated by the Curtin, and the Angle of the *Epaule*, that is, it is the Line of Defence razant, diminish'd by the Face of the Bastion.

Facings. To Face, is to look towards such a side, or to turn to it; as Face to the

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the Right, or to the Left, is to turn the Face and whole Body that way.

Faggots. The *French* call them *Passe-volans*. Are Men hir'd to Muster, by Officers whose Companies are not full, to cheat the King of so many Men's Pay. The King of *France* has ordered, That any who shall be found so to pass in Musters, if discover'd, have a *Flower-de-luce* burnt upon their Cheek, and lose their Arms and Equipage.

Faggots are also the same as *Fascine*.

False Attack, vide *Attack*.

Falcon, vide *Faucon*.

Falconet, vide *Fauconet*.

False Alarm, vide *Alarm*.

Fals's Attack, vide *Attack*.

Fanton. A Banner carry'd by a *Servant* belonging to each Brigade of Horse and Foot, at the Head of the Baggage of each Brigade, to keep good order, and prevent confusion in the march. It is made of Stuff, of the Colour of the Brigadiers, or the Commanding Officer's Livery. It is a corruption of *Gonfannon*, which in *Italian* signifies a Banner.

Fascines. Are Faggots of small Wood, which distinguishes them from the *Sauvissous*, made of bigger Branches of Trees. *Fascines* are greater or less, according to the several uses they are put to. Those that are to be pitch'd, to burn a Lodgment, Gallery, or other Work of the Enemies, are but a Foot and a half long; but those that are for making *Epaulements*, or

F A

Chandeliers; or to raise Works, or fill up wet Ditches, must be between two and three Foot in thickness, and four Foot long; and being to be loaded with much Earth to make them more solid, and prevent their being fir'd, they are bound at both ends, as well as in the middle. The Enemy has no way to destroy them but by fire, to prevent which they are either loaded with Earth, as has been said, or cover'd with raw Hides.

A Faucon, or Falcon. A small Cannon 2 Inches and 6 Eights Diameter in the Bore, 7 Foot long, weighing 750 Pounds, takes a Charge of 2 Pounds 4 Ounces of Powder, and carries a Ball 2 Inches, and 5 Eights Diameter, and 2 Pounds 8 Ounces Weight. Its point-blank-shot 130 Paces.

A Fauconet, or Falconet. A very small Piece of Cannon 2 Inches and 2 Eights Diameter in the Bore, 6 Foot long, weighing 400 Weight, takes a Charge of one Pound four Ounces of Powder, and carries a Bullet 2 Inches and 1 Eight Diameter, and 1 Pound 5 Ounces weight. Its point-blank-shot 90 Paces.

Fausse-Braye, Chemin des Rondes, Basse Enceinte, or Lower Enclofer. Is a space about the breadth of 2 or 3 Fathom round the foot of the Rampart, on the outside, defended by a Parapet, which parts it from the *Berme*, or *Foreland*, and the Edge of the Ditch. The Design of *Fausse-Braye*, is to defend the *Moat*, but they are useless where

F I

where Ramparts are fac'd or lin'd with Wall, because of the Rubbish the Cannon beats down into them. Therefore most Ingeniers will have none before the faces of the Bastions, where the Breach is commonly made, because the Ruins falling, the *Fausse Braye* make the ascent to the Breach the easier, and what flies from the Faces, kills the Soldiers that are to defend them.

Fichant, vide *Line of Defence*, *Fichant*.

Field Officers, vide *Officer*.

File. The strait Line Soldiers make that stand one before another which is the depth of the Batallion, or Squadron, and thus distinguish'd from the Rank, where the Men stand side by side, and make the length of the Batallion, or Squadron. Among the Foot, the Files are six deep, among the Horse but three. The Files must be strait, and parallel to one another. To double Files, is to put two Files into one, which makes the depth of the Batallion double what it was, not in space of Ground, but in number of Men, and also doubles the Intervals between the Files, making the Ranks look thin. The Men in a File are distinguish'd by the several names of File-leaders, Half-files; and Bringers up. If a Batallion be drawn up Eight deep, there may be Quarter-files, but this is not usual.

File-leaders. The Men that compose the Front, or first Rank of a Batallion, being the first of every File.

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To File off. To fall off from marching in a spacious Front, and march in length by Files. When a Regiment is marching in full Front, and comes to a narrow Pass, it may march off by divisions, or subdivisions, or File off from the Right, or Left, or as the Ground requires.

Fire. To Fire. To discharge Fire-Arms.

Fire-Arms. Under this Name are comprehended all Sorts of Arms, that are charg'd with Powder and Ball, as Cannon, Musquets, Carabines, Pistols, Blunderbusses, &c.

Running-Fire. When Men drawn up for that purpose fire one after another, so that it runs the whole length of the Line, or round a Town, or the like, which is us'd upon publick occasions of rejoicing.

Fire-Ball. Is made of grounded Powder, Salt-peter, Brimstone, Camphir and Borace, all sprinkled with Oil, all moulded into a Mass, with Mutton Suet, ordinary Pitch and Greek Pitch, and made as big as an ordinary Granado. This is wrapp'd up in Towe, with a Sheet of strong Paper over it. To fire it, make a Hole into it with a Bodkin, into which they put some Priming that will burn slow. This they cast into any Works, they would discover in the night time.

Fire

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Fire-Master. A Person that makes the Fuzes for Bombs, and Granadoes, and other Fire-works.

Flank. That part of the Bastion which reaches from the Curtin to the Face, and defends the opposite Face, the Flank, and the Curtin.

Oblique, or Second Flank. That part of the Curtin that can see to scour the Face of the opposite Bastion, and is the distance between the Lines *Rasant*, and *Fichant*.

Low, or cover'd Flank, or Flank retirè. The Platform of the *Cazemat*, which lies hid in the Bastion.

Flank prolong'd or extended. Is the stretching out of the Flank from the Angle of the Epaule, to the exterior side, when the Angle of the Flank is a right Angle.

Flanks of a Batallion, or Army. The sides of them.

To Flank. To discover and fire upon the side. Any Fortification which has no defence but right forwards, is faulty, and to make it compleat, one part ought to Flank the other. The Curtin is always the strongest part of any fortify'd place, because it is Flank'd by the two Flanks at the ends of it.

Flank'd Angle. The Angle form'd by the two Faces of the Bastion; the Point of the Bastion.

Flask. A thing generally made of Horn, to carry Powder in, with the mea-

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measure of the charge of the Piece on the top of it.

Flying-Army, or Flying-Camp, vide Camp.

Flying-Bridge, vide Bridge.

Foot. So absolutely taken, signifies all those Bodies of Men that serve a-foot.

Foot. Is a measure divided into twelve Inches, being the 6th part of a Fathom, the 5th of a Geometrical Pace, and us'd in Fortification.

To be on the same foot with another, is to be under the same Circumstances in point of Service.

To gain or lose Ground foot by foot, is to do it regularly, and resolutely, descending every thing to the utmost, or forcing it by dint of Art and Labour.

Footbank, Footstep, or Banquette. A Step rais'd with Earth under the Parapet to lift the Mento fire over it, about a Foot and a half high, and three Foot wide. They usually make two or three of them under the Parapets of little Forts and Redoubts.

Foreland, Barm, Berm, or Lizier, Relais, Retraite, and Pas de Souris. A small space of Ground between the Wall of a place, and the Moat, which the Best Fortifications have not, because it is advantageous for the Enemy to come over the Moat, and get footing; and therefore this is only left, where there is not enough to defray the expence of Stone to face the foot of the Wall, in place whereof this helps to support it, and is generally from 3, to 8 or 10 Foot wide. So says, Sir

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Tombs Moor; but the *French* say this space is left to receive what the Enemy batters down from the Parapet, that it may not fill the Ditch. For the more security this *Foreland* is generally Palisaded.

The Fortorn, vide Enfans Perdus.

Forrage. Hay, Straw, and Oats, for the subsistence of Horses. A Ration of Forrage is the Day's allowance for a Horse, which is 20 Pounds of Hay, 10 Pounds of Straw, and for want of Straw, 25 Pounds of Hay.

Fort. A Work intrench'd on all sides, design'd to secure some high Ground, or the Pass of a River, to make good any spot of Ground to fortify the Lines of a Siege, and for many other uses. There are Forts of several shapes and sizes, according as the Ground requires. Some have whole Bastions, others Demi Bastions. Some are Square, others Pentagons, &c.

Fortification. The Art of fortifying a place, so that every part may discover the Enemy in Front and Flank, and oppose the depth of the Ditch, and the height and thickness of the Rampart against him; that so a small Body of Men within that Enclosure may advantageously oppose a great Army. This same Word is also us'd to signify all the Works that cover or defend a strong place.

Fortification Offensive. Teaches a General how to take all advantages for his Troops, the manner of Incamping, and of Besieging and Taking of Troops.

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Fortification Defensive. Shows a Governour how to make the best of the Garrison committed to his Care, and to provide all things necessary for its defence.

Natural Fortification consists in the natural difficulty of access to any place caus'd by Waters, Morasses, Craggy or Steep Ascents, or the like, and teaches an Engineer how to make the most of them.

Artificial Fortification is what an Engineer thinks fit to add in Works, as Ramparts, Trenches, Bastions, Ravelins, Half Moons, &c. to supply the defects of Nature, and secure a place against an Enemy.

Ancient Fortification consists only in places surrounded with Walls and Towers on them at distances.

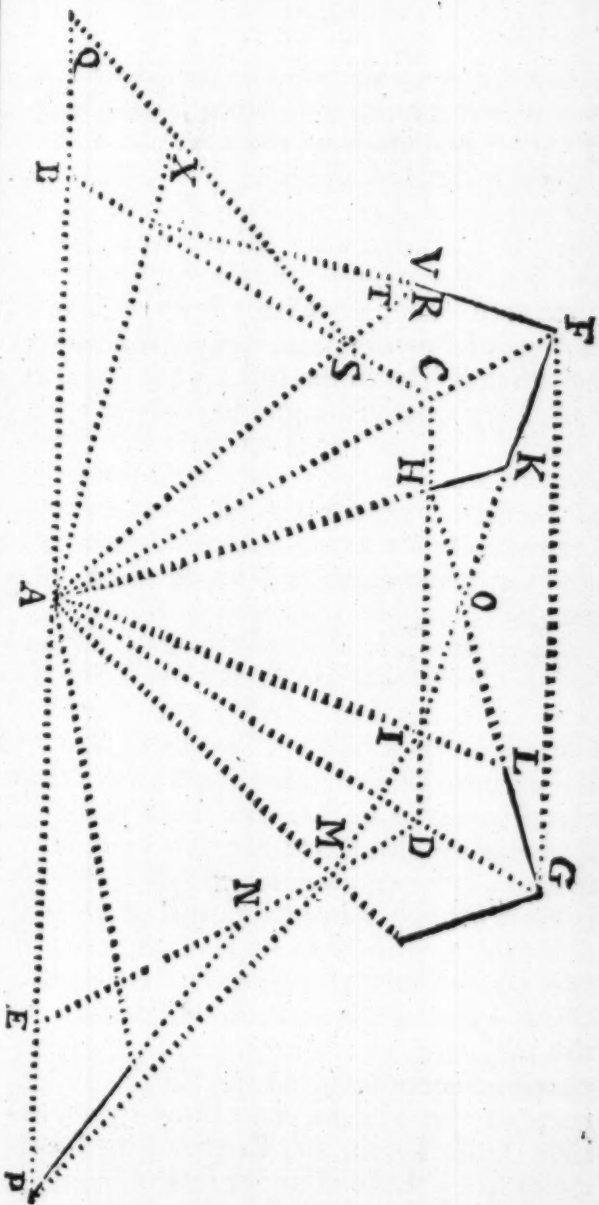
Modern Fortification is improved beyond the Ancient, with the addition of all those several Works mention'd throughout this Dictionary.

To Fortify inwards, is to represent the Bastions within the Polygon propos'd to be Fortify'd, and then that Polygon is called the *Exterior Polygon*, and each of its sides the *Exterior Side* terminating at the points of the two nearest Bastions, as FG in the Figure I.

To Fortify outwards, is to represent the Bastion without the Polygon propos'd to be Fortified, and then that Polygon is call'd the *Interior Polygon*, and each of its sides the *Interior Side*, terminating in the Centers of the two nearest Bastions, as CD in the Fig. I.

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Fertin. A small Fort made like a Star of 5 or more points, to strengthen a Line of Circumvallation, or the like.

Fesse, vide *Moat*.

Fougade, *Fongado*, or *Fougasse*. A *Fourneau*, or Chamber of a Mine made like a Well, eight or ten Foot wide, and ten or twelve in depth, Charg'd with Barrels or Bags of Powder, and prepar'd under a Post that is like to be lost. It is cover'd with Earth, and Fire put to it by a train convey'd in a Pipe to another Post. We could not keep our footing on the Half-moon we had gained, because the Enemy play'd two *Fougades*, which ruin'd the Lodgement we had made upon the Gorge.

Fourneau. The Chamber of a Mine, being a hollow made under some Work that is to be blown up; the top of it sometimes made like a Priest's Cap, that is, with four or five hollows in it, that the Powder may find the more passages. Sometimes this Chamber is 5 or 6 Foot every way, being exactly Square, which is most usual. About a thousand weight of Powder, either in Bags or Barrels, is the common charge of one of these Chambers; but it is at the discretion of the Engineer to add or diminish this proportion, according to the Bulk or Nature of the Soil he is to blow up, whether loose Earth, or Rock. For sometimes they make four or five Chambers

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under one Work, each of which has not above an hundred Weight of Powder.

Fourneau superficial, vide Caïsson.

Fraïses. Stakes about six or seven Foot long, whereof about one third part is drove into the Wall of a fortify'd place, a little below the *Cordon* of the Wall, and in such places as are not fac'd or lin'd with Wall, they are planted on the outside of the Rampart, about the foot of the Parapet. They are always stuck in sloaping a little, that is not quite Parallel to the Level of the Plain, but the Points hanging down a little, that Men may not stand on them. They serve to prevent Scalades and Desertion.

To Fraïze a Batallion. Is so to line it every way with Pikes, that it may stand the shock of a Body of Horse.

Front. The foremost Rank of a Batallion, Squadron, or other Body of Men. To Front every way, is when the Men are fac'd to all sides.

The Front of a place, which is also call'd the *Tenaille*, and the Face of a place is that part that is contain'd betwixt the points of any two neighbouring Bastions, that is, the Curtin, the two Flanks and the two Faces of the Bastions that Face one another.

A Fuxe. A Pipe full of Wild-fire put into the Touch-hole of a Bomb, Grana-do, or the like, to fire it.

G A

Fuziliers. Foot Soldiers arm'd with Firelocks, which are generally flung. There is a Regiment of *Fuziliers* for the Guard of the Artillery.

G

G *Abions, or Cannon Baskets.* Great Baskets 5 or 6 Foot high, and about 4 Foot Diameter, as well at the bottom as the top. These are fill'd with Earth, and serve to cover Men against the Enemies fire, either as Merlons on Batteries; planting Guns between them, or to make Lodgments upon any Posts, or else to serve as Parapets to the approaches, when the Attack is carry'd on along a floay or rocky way.

Galery. A passage made a-cross the Ditch of a Town Besieg'd, with Timbers fastned on the Ground and plank'd over, the Planks all loaded with Earth to secure the Miners from the Enemies fire, and the Galery it self secur'd against fire by the Earth on it. The Word *Galery* is also us'd for the Branch of a Mine, that is a narrow passage under Ground, leading to the Mine that is carry'd on under any Work design'd to be blown up. We drove the Enemy from our *Galery* with hand-Granadoes. The besieged and besiegers carry'd on their Galeries under Ground, which often met, and were destroy'd, or became useless.

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Garrison. This Word signifies either the place into which Forces are put into Winter-quarters, or the Troops themselves put into a fortify'd place to defend it, being strong holds, as are generally along Frontiers.

Gate. Made of strong Planks with Iron Bars to oppose an Enemy. The Gate of a strong hold ought to be in the middle of a Curtin, that it may be well defended by the Flanks and Faces. Those which are in the Flank, weaken the most necessary part of the Fortification, and when they are in the face, they are still more prejudicial to the Bastion, which ought to be clear to make Retrenchments upon occasion.

Gazon. Sods, or Tufts, cut square like large Bricks, cover'd with Grass, and us'd to face the outsides of Works made of Earth, to keep it up and prevent its mouldring. The common length of a *Gazon* is about a Foot, its breadth about half a Foot, and the same thickness. *Traverses* made to pass a Ditch are often cover'd with *Gazon*, laid on Planks to save them from fire.

Gendarmes, or Men at Arms, Horsemen, who formerly fought in compleat Armour; now a select Body of Horse in *France*, being in all nine Independent Troops, not Regimented; but Commanded by Captains Lieutenants, the King being himself their Captain. The Troops of Life-Guards, those of the Mus-

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Musketiers, and those of the Light-horse of the Queen, Dauphin, and Duke of Orleans, are reckon'd as *Gendarms*, and take place as such.

General of an Army. He that commands it in chief; who to be fit for so great an employ, ought to rely more on his Conduct than Strength, to be well skill'd in the Art of attacking strong places, and know how to encamp so advantageously, that it may be in his choice whether he will fight or not; so that his Wisdom may gain the Love and Affection of his Troops, make them confide in him, and be a terror to his Enemies. There are also Lieutenant-Generals, Major-Generals, Colonel-Generals, Commissary-Generals, and Quarter-master-Generals, of which we shall speak under their particular Letters.

General. The Beat of Drum so call'd, is the first which gives notice, commonly in the Morning early, for the Foot to be in a readiness to march.

General Officers, vide *Officer*.

Gin. An Engine for lifting or raising of great Guns.

To give Ground. To retire, to lose the Post a Body of Men is in.

Glacis. This Word in general signifies a very easy little slope, which distinguishes it from the *Talus*. For in the *Glacis* the height is always less than the Base of the Slope; but in the *Talus* the height is equal too, or more than the Base

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Base of the Slope. The Name of *Glacis* is particularly apply'd to the Slope of the Parapet of the *Covert-way*, which falls off even with the level of the Field. This *Glacis* is also call'd *Esplanade*; but this Word in this sense grows out of date. When the Trenches are brought within 20 Paces of the *Glacis*, there is no approaching nearer the *Covert-way* but by *Sappe*, to proceed according to the Rules of Art, unless they resolve to carry the Counterscarp by Assault.

Gorge. The Entrance that leads into the Body of a Work. All *Gorges* must be plain without any Parapet, lest when the Besiegers have possess'd themselves of the Work, that Parapet should cover them from the fire of the place; but the *Gorges* are Palisado'd to prevent surprize, and during the Siege they generally make little Mines, Coffers, and *Fourneaux* under them to blow up the Enemies before they can lodge themselves. The several *Gorges* are distinguish'd as follows.

The Gorge of a Bastion. It is form'd by two Lines drawn both ways from the Angle of the *Polygon*, to the Angles of the Curtin or Flank.

The Gorge of a Plat Bastion. Is a strait Line reaching between the two Flanks.

The Gorge of a Half-moon, or Ravelin. Is the space between the two ends of their faces next the place.

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The Gorge of other Out-works. Is the Interval betwixt their sides next the Ditch.

Governor of a Garrison. A considerable Officer representing the King's Person, whose Authority extends not only over the Inhabitants and Garrison, but over all Troops that may be there in Winter-Quarters, or Quarters of Refreshment.

Granadiers. Soldiers arm'd with a good Sword, a Hatchet, a Fire-lock slung, and a Pouch full of hand Granadoes. Every Battallion of Foot, of late Years, has generally a Company of Granadiers belonging to it, or else four or five Granadiers belong to each Company of the Battallion, and, upon occasion, form a Company of themselves. There are Horse and Foot Granadiers, and they have often been found very serviceable.

Granadoes. Are small Shells, concave Globes, or hollow Balls, some made of Iron, some of Tin, others of Wood, and even of Pastboard; but most commonly of Iron, because the Splinters of it do most Execution. This Globe or Hollow is fill'd with Fine Powder, and into the Touch-hole of it is stuck a Fuze of Powder, beaten and temper'd with Charcoal-dust, that it may not flash, but burn gently till it comes to the Charge. These are thrown by hand into places where Men stand thick, and particularly into Trenches and Lodgments the Enemy makes, and are of good use.

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Great Guns, vide Cannon.

Guard. The Duty perform'd by a Body of Men with watchfulness, to secure all against the attempts and surprizes of an Enemy. To be upon Guard; to Mount the Guard; to Relieve the Guard; the Officer of the Guard; the Serjeant of the Guard. In time of danger all Guards are drawn by Lot to prevent any Treacherous Officers having the opportunity of betraying a Post to the Enemy. Troops in Garrison generally mount the Guard every third Night, and have two Nights to rest.

The Main Guard. In Garrison is that to which all less Guards are subordinate, the commanding Officer keeping it with the greater number of Men. In the Field it is a considerable Body of Horse detach'd to the Head of the Camp, to secure the Army by keeping a watchful Eye upon all the Avenues that lead to it.

Advanc'd-Guard. A Party of 15 or 20 Horse, commanded by a Lieutenant, beyond, but within sight of the Main-guard, for the greater security of the Camp.

Gardes du Corps, or Life-Guards. The Troops of Horse-Guards maintain'd for the security of the King's Person, which take place of all other Troops of Horse.

Regiments of Guards. Regiment of Foot doing duty wheresoever the King's Person is for his defence, with Precedence before all other Regiments of Foot.

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Picket, or Piquet Guards. Small Guards commanded by Lieutenants or Ensigns at the Head of every Regiment, as they lie incamp'd to be always in readiness against all surprizes.

Gueritte. A Sentinel's Box, being like a little Tower made either of Stone, Brick or Wood, to preserve the Sentinel from the Weather. Some call them *Echaugettes*. They are generally plac'd on the Points of Bastions, and Angles of the *Epaul*, and sometimes in the middle of a Curtin, and are to hang a little over the Wall, that the Sentinel may look down to the Foot of the Ramparts.

Guidon. An Officer to carry the Standard in the Troops of Guards. The same Word is also taken for the Standard itself.

Guns, vide Cannon.

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Half Files. The three foremost Men in the Field, when a Batallion is drawn up, are called the *Front Half Files*, and the three hindmost Men the *Rear Half Files*.

Half-moon. An Out-work consisting of two Faces, which makes an *Angle Saillant*, the Gorge whereof bends in like a Bow, or Crescent, and is ever us'd to cover the point of a Bastion, which distinguishes them from *Ravelins*, always plac'd before

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fore the Curtin, but they are defective, as being ill Blank'd. At present only Ingeniers distinguish between *Ravelins*, and *Half-moons*; for the Soldiers, and other Persons call them all indifferently *Half-moons*, tho' improperly, yet Custom prevails, especially because the difference is rather in the Scituation, than in the thing it self. Vide *Ravelin*.

To Halt Is to discontinue the march of Troops, to stand still, to stop in order to rest, or on any other account whatsoever; and so the Word of Command for Men to stop when they are marching, is *Halt*.

Head of the Camp. The Ground before the Camp, where the *Bivouac*, or on which the Army draws out.

Head of a Work. The Front of it next the Enemy, and farthest from the Body of the place.

Hedges. To Line Hedges, vide *Line*.

Height, vide *Eminente*.

Henecagon. A Figure that has Eleven sides, and as many Angles, capable of being fortified with the like number of Bastions.

Heptagon. A Figure that has seven sides, and Angles, each capable of a Regular Bastion.

Herisson. A Barrier made of only one piece of Wood stuck thick with abundance of Iron Spikes, born up and equally balanc'd in the middle on a Stake, about

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hout which it turns to open, or shut the passage, in the nature of a Turn-stile.

Herse, vide Portculis.

Herse. Is also a Harrow the Besieged for want of *Chevaux de Frize*, lay in the way, or on Breaches with the Points up, to hinder the march of Horse and Foot.

Herfillon. A Plank 10 or 12 Foot long, stuck full of Nails with the points up, for the same use as the *Herse*.

Hexagon. A Figure that has six equal Sides, and as many Angles, each capable of a Regular Bastion.

Hogsheds. Fill'd with Earth they serve to make Parapets to cover the Men, instead of *Gabions*, and *Earth-Bags*.

Hollow-Square, vide Square.

Hony-Comb in Cannon. Flaws in the Metal, a fault in Casting, and dangerous in Firing.

Horizontal Superficies. The plain Field lying upon a level without any rising, or falling.

Horn-work. In French, *Quvrage a Corne.* Is an Outwork, the Head whereof is fortify'd by two *Demi-Bastions*, or *Epaulments*, joyn'd by a Curtin, and clos'd by Parallel sides, terminating at the Gorge of the Work.

Horse. Is taken for that Body of Men that serves a Horse-back, so we say a Body of Horse; the Horse fought well, the Horse-march, It is the same as *Cavalry*.

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Horse de Frize, vide *Chevaux de Frize* and *Turnpikes*.

Horse-shoe. A Round or Oval Work, enclōs'd with a Parāpet, rais'd in the Moat of a Marlby place, or in low Grounds, or else to cover a Gate, and keep a *Corps de Garde* to prevent surprizes.

Hospital. Is a place appointed for the Sick and Wounded Men, who have there a number of Physicians, Surgeons and Servants to attend them, and Cure them.

Hutt. The same as *Barack*, vide *Barack*.

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I *Chnography*, vide *Plan*.

To Incamp. To pitch the Tents, or build Huts on a spot of Ground chosen for the purpose, which is lodging an Army in the Field.

Incampment. The Lodging of an Army in the Field, according to its several Quarters, which are to lie conveniently for Water, Wood, and Forrage, to be well posted to intrench, or at least have the advantage of Ground, and so Scituated that they may all face outwards. At a Siege, the place must be on their Backs, and the Foot are to cover the Horse, because they can be soonest at their Arms. If the Enemy be near, the Cannon must be planted on the side next him, and if

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the Camp be to march, the Cannon must be posted to face the Road they are to march.

Indented Line. Running in and out like the Teeth of a Saw, often us'd upon the Bank of a Counterscarp, upon a River, or Sea-side, and upon the main Land, the design that one part may Flank another.

Independent Company, or Troop, vide Company and Troop,

Infantry. The whole Body of Foot-Soldiers, whether Independent Companies or Regimented. The Regiments of Foot-Guards take place of all others, the rest have precedence according to Seniority. This Precedence is for the eldest Regiment to march in the Front, the next in the Rear, and so on with the rest. The eldest to incamp on the Right, the next on the Left, and so the rest in course. The Officers of Foot command those of Horse in Garrison, but are commanded by them in the Field.

Ingenier. A Person well skill'd in the Art of contriving all sorts of Forts, and other Works; judicious in finding out faults in all Fortifications, and mending them, and knowing how to attack and defend all sorts of Posts.

To Insult, or, To Assault. Is to attack a Post by open force, coming on without any shelter to fall to handy strokes, without making use of Trenches, Sappe, or other Forms of Art to gain Ground foot
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by foot. The Counterscarp is generally insulted or assaulted, to prevent the Enemies having time to spring the *Four-neaux*, or *Fougasses* they have prepared. In these Attacks the Granadiers commonly march at the Head of the other Troops, and there must be Pioneers ready to make a Lodgment, to secure the Post gain'd.

Intrench'd. Any Post fortify'd with an Intrenchment.

Intrenchment Any Work that fortifies a Post against the Enemies Attacks. It is generally taken for a Ditch or Trench, with a Parapet. Intrenchments are also made of *Fascine*, or *Faggots*, with Earth thrown over them, of *Gabions*, *Hogsheds*, or Bags fill'd with Earth, that cover the Men from the Enemies fire.

Invalide. A Soldier that has been maim'd in the Wars.

To Invest a place. Is to secure all the Avenues, and distribute the Troops in the principal Posts, till the Artillery, and the rest of the Army, comes up.

Isocele, vide *Triangle*.

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L *Adle* for a Gun. A long Staff with a Plate at the end of it, bow'd half round to put in the Charge into the Piece.

Lane. To make a Lane. To draw up Men in two Ranks facing one another, as on the sides of a Street, or the like, for any great Person to pass through, or sometimes for a Soldier to run the Gauntlet.

Lanspesade. An Inferiour Officer subordinate to the Corporal, to assist him in his Duty, and supply his place in absence. In *France* he has some allowance extraordinary, but not in *England*. He is generally exempt from common Duty, except Rounds, and Sentinels *Perdus*. The true Name is *Anspsade*, but the *L* is added from the *French* Article *Le*.

Lieutenant-General. A Great Commander, next in place to the General of an Army, who in Battle commands one of the Lines or Wings; a Detachment when they march, or a Flying Camp; a Quarter at a Siege, and one of the Attacks, when it is his day of Duty.

Lieutenant General of the Artillery. The next to the General of the Artillery, who in his absence has the whole Charge of all that belongs to it.

Lieutenant de Roy. The Deputy Governor of all strong Towns in *France*, who

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who is a check upon the Governor, and Commands in his absence.

Lieutenant Colonel of Horse, Foot, or Dragoons. The next in Post to the Colonel, and commands in his absence. The *French* have no Lieutenant Colonels of Horse.

Lieutenant of Horse, Foot, or Dragoons. The Officer of every Troop, or Company next in Post to the Captain, and who commands in his absence. The *Spaniards* have no Lieutenants of Foot.

Lieutenant-Reform'd, vide *Reform'd*.

Lieutenant en Second, vide *Second*.

Life Guards, vide *Gardes de Corps*.

Light Horse. This Name is given to distinguish them from the Men at Arms formerly us'd, who were all in Armour, as now the *German Cuirassiers*. In *England* all are now call'd *Light-horse*, except the Troops of *Life Guards*. In *France* they except not only the *Gards de Corps*, but the two Troops of *Musketers* a Horseback, and all the *Gendarms*.

Line. In the Geometrical Sense signifies a length without breadth, in the Art Military it is taken several ways.

Line. Is the drawing up of an Army for Battle, extending its Front as far as the Ground will allow, that it may not be Flank'd. The *Turkish* Armies often draw up in a crooked Line or Half-moon, that being very numerous, they may enclose their Enemies. Christian Armies generally draw up in three Lines; the first call'd

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he *Van*; the second the *Main Body*; and the third the *Reserve*, with a convenient distance between them, and Intervals, that they may not put one another into Confusion.

Line. In Fortification bears several Significations. In drawing a *Plan* upon Paper, it is only a plain Line drawn from one point to another. On the Ground it is sometimes taken for a Trench with a Parapet, and sometimes for a Row of Gabions, or Bags full of Earth, to cover Men from the Enemies fire. So we say, when the Trenches were carry'd on within 30 Paces of the Glacis, we drew two Lines, one on the Right, and the other on the Left, for a place of Arms.

Line of Defence. A Line that represents the Flight of a Ball; but particularly a Musket Ball, from the place where the Musketer must stand, to scour the face of the Bastion. There are two sorts of this Line; the *Fichant*, and the *Razant* or *Flanking*.

Line of Defence fixt, or Fichant. Is a Line drawn from the Angle of the Curtin, to the Point of the opposite Bastion, which is not to exceed 800 Foot; or, as the *French* say, 120 *Toises*, because that is the length of the Port of a Musket, and from that point of the Curtin, and Flank, the face of the opposite Bastion is to be defended.

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Line Razant, Stringent, or Flanking, or Second Flank. A Line drawn from the Point of the Bastion along the Face, till it comes to the Curtin, which shows how much of the Curtin will clear, or scour the Face.

Line forming the Flank. A Line drawn from the Angle, form'd by the two Demi-gorges of the Bastion, to the Angle at the Flank. This only us'd by Dutch Ingeniers.

Capital Line. A Line drawn from the Point of the Bastion, to the Point where the two Demi-Gorges meet.

Lines of Circumvallation, and Contravallation, vide Circumvallation, and Contravallation.

Lines of Communication. Are Trenches that run from one Work to another, so that Men may pass between them without being expos'd to the Enemy; therefore the whole Intrenchment round any place is sometimes called a Line of Communication, because it leads to all the Works.

Lines of Approaches, vide Approaches.

Line, vide Cordeau.

To Line Hedges. To Plant Musketers along them under their Covert; to fire upon an Enemy that comes open, or to defend them from the Horse.

Lizier, vide Foreland.

Lockpit. The small Cut or Trench made with the Spade, to mark out the first Lines of a Work that is to be made.

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Lodgment. Is a Work made upon a dangerous Post in carrying on a Siege, as on the *Covert-way*, the *Out-works*, a Breach in a Ditch, or any other part gain'd from the Besieged, to cover the Men from their fire, either by casting up Earth, by *Gabions*, or Bags full of Earth, *Palisades*, *Wooll-packs*, *Fascines*, *Mantelets*, or any other thing that may cover Soldiers in the place they have gain'd, and resolve to keep.

Lozange, vide *Rhombus*.

Lunette. A small Work, *Counter-garde*, or *Envelope*, made in the Ditch before the Curtin. It consists of two Faces, making an Angle inwards, and are generally made in Ditches full of Water, to serve instead of a *Fausse Braye*, and dispute the passage of the Ditch. The *Terre-plain* of it is rais'd but a little above the surface of the Water, and is but 12 Foot broad, with a Parapet three Fathom thick, so that the whole breadth of the *Lunette* is five Fathom. Vide *Counter-gard* and *Envelope*.

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M*adrier.* A thick Plank, generally us'd to cover the Mouth of a *Petard*, when it is *Charg'd*, and apply'd with it to the Gates, or other places, to be torn or broke up. There are also *Madriers* made of longer Planks than those for

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for the Petards, which are cover'd with Tin, and loaded with Earth to save them from fire. The Pioneers lay them over the *Sappes*, or Lodgments, where there is need of being cover'd over-head. Instead of them, they sometimes use Clays.

Main-Battle, vide *Battle*.

Main-Guard, vide *Guard*.

Major. There are several sorts of Majors, all considerable Officers, and that ought to be Men of Experience. They are, a Major-General, a Major of a Brigade, a Major of Horse, or Foot, and a Town-Major.

Major-General. An Officer that receives the General's Orders, and delivers them out to the Majors of Brigades, with whom he resolves what Troops are to mount Guards, to go out upon Parties, form Detachments, or be sent on Convoys. He also views the Ground to Incamp, and performs several other Duties, being subordinate to the General, and Lieutenant General, and the next supreme commanding Officer to them.

Major of a Brigade, either of Horse, or Foot, receives Orders, and the Word from the Major-General, and gives them to the Major of each Regiment.

Major of a Regiment, of Horse, Foot, or Dragoons. Is to convey all Orders to the Regiment to draw it up, and exercise it, to see it march in good order, to look to its Quarters, to rally it if broken, &c.
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and is the only Officer among the Foot that is a Horse-back in time of Service, to be every where as occasion requires.

Town-Major. The third Officer in order in a Garrison, and next to the Deputy Governor. He ought to understand the Fortification, and has a particular Charge of the Guards, Rounds, Patrouilles and Sentinels.

Mantelets. Blinds made of thick Planks, Musket-proof, and often cover'd with Tin, which the Pioneers generally roul before them, they being fix'd upon Wheels, to cover them from the Enemies fire. There are double *Mantelets*, which make an Angle, and stand Square to form two Fronts, and cover the Front, and Flank. These have double Planks with Earth ramm'd in between them. They must be five Foot high, and three in breadth. They are sometimes the thickness of two or three Planks, bound together with Iron Plates.

A March. Is either the moving of a Body of Men, or the beat of Drum us'd when Soldiers are upon march.

To March. Is for a Body of Men to move from one place to another.

Mareschal de Bataille. It was once a distinct command; but this Duty being only part of the Major-General's, it is now executed by him.

Mareschal de Camp. A General Officer next in Post to the Lieutenant-General, and

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Master de Camp. Is no other than a Colonel of Horse, so call'd in *France* and *Spain*, where they give the Title of Colonels only to those that Command Regiments of Foot and Dragoons; whereas with us, they are all indifferently call'd Colonels.

Master de Camp General. The Second General Officer over all the Regiments of Light-horse, and next to the Colonel-General. He has a Regiment of Horse belonging to him, which takes the Second Post of Honour next to the Colonel-General's. This in *France*, for there is no such in the *English* Forces.

Match. A sort of Rope made on purpose, which once lighted at the end, burns on gradually and regularly, without ever going out as long as any of it is left. It is us'd for firing of Match Lock-Muskets, and all sorts of Great Guns. It is also laid in Mines that are to blow up so many hours after, and the time is regulated by the length of Match there is to burn before the fire comes to the Powder, and by the same Rule those that are us'd to it, know how the hours, pass.

Maxims in Fortification. Are certain general Rules establish'd by Ingeniers, and grounded on Reason and Experience, which being well observ'd, a place Fortify'd to them, will be in a good posture

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sture of defence. The chief of them are these that follow.

1. *There must be no part of the Fortification, but what is discover'd and flank'd by the Besieged.* Because if any part were under Covert, it would be the more easily Attack'd, as having no defence from the place.

2. *The place Fortify'd must command all parts round about it.* Let the Enemy have the opportunity of concealing their designs, make their Approaches under Covert, or over-look and batter the place.

3. *The Works furthest remov'd from the Center of the place must ever be open, and commanded by the nearest,* That the Enemy may be expos'd to the Besieged, when they have made themselves Masters of any of them.

4. *The Flank'd Angle, or the point of the Bastion, must be of 70 Degrees at least,* That it may be the stronger to withstand the Enemies Battery.

5. *The Acute Flank'd Angle the nearer it is to a right Angle, is the better.* The Flank'd Angle, that is a right Angle, is certainly the firmest against the Enemies Batteries.

6. *The shortest Faces are the best.* Because the long ones are the weaker, the Enemy having the more front to attack them. However, they must be at least 40 or 50 Fathom long, to be able to defend the Out-works.

7. *The Flank must have some part under Covert.* That it must be cover'd by an
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Orillon, otherwise its defences are soon ruin'd, and as soon as the Enemy is lodged in the Counterfcarp, the place must Capitulate.

8. *There must be a perfect Agreement between all the Maxims of Fortification to render it perfect.* That is, such care must be taken, that the adhering so strongly to one, does not prejudice another.

Merlon. That part of the Parapet which is between two *Embrasures* of a Battery. The length of a *Merlon* is generally nine Foot next the Guns, and six on the outside. Its height 6 Foot, and its thickness 18.

Military Execution. The ravaging and destroying of a Country that refuses to pay Contribution.

Mine. A hole dug in a Wall, or under Ground, and carry'd on like a Passage, or Alley, about four Foot square, with several Turnings and Windings in it. At the end of them, that is under the place design'd to be blown up, is the Chamber of the Mine. The further in it is carry'd, the more danger it is in of being disappointed by the Enemy; so that it is best not to carry it too far, and to make a second where the first has taken effect. Vide *Fourneau*, *Galery* and *Puits*, or *Well*, *Coffers*, and *Foucaides*.

Miners. Men appointed to Work in the Mines, being a particular Company of themselves, commanded by a Captain of the Regiment of *Fuziliers*, which Regiment

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giment is appointed for the Service of the Artillery. When the Miner is at Work, he wears a sort of Hood to keep the Earth that falls, out of his Eyes.

Minion Ordnance. A small Gun 3 Inches Diameter in the Bore, 7 Foot long, weighing about 800 Pounds, takes a Charge of two Pounds eight Ounces of Powder, and carries a Bullet 2 Inches, 7 Eights Diameter, and 3 Pounds 4 Ounces Weight. Its shot point blank 120 Paces.

Minion of the longest size. Is 3 Inches 2 Eights in the Bore, 8 Foot long, weighs 1000 Pounds. Its Charge 3 Pounds 4 Ounces of Powder, and carries a Bullet 3 Inches Diameter, and weighing three Pounds 12 Ounces. Its shot point blank 125 Paces.

Moat, Ditch, or Fosse. A Depth or Trench cut round a Town or Fortrefs; which lying under the fire of the Ramparts, must therefore be also well Flank'd. The Breadth and Depth of it is more or less, according to the nature of the Earth, according to which the Slope of the Scarp and Counterscarp is also regulated. In general it ought to be so wide, that no Tree, or Ladder, can be laid over it, that is, from 16 to 22 Fathom, and between 15 and 16 Foot deep. Wet Ditches are always shallower than the Dry, but the Dry are counted the best. If the Ditch be dry, or has but little Water, there is commonly another small Trench cut quite round along the middle of it.

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Moineau. Some give this Name to a little Plat-Bastion, rais'd before a Curtin that is too long, and has two other Bastions at the Ends; which being beyond Musket-shot one of another, must be defended by this Plat-Bastion. Sometimes it joins to the Curtin, and sometimes is divided by a Moat.

Mont-Pagnotte, or Post of the Impulverable. An Eminence chosen out of Cannon shot of the Place Besieg'd, where curious Persons post themselves to see an Attack, and the manner of the Siege out of danger.

Mortar-piece. A very short Gun, with an extraordinary large Bore, and a close Chamber, this to hold the Charge of Powder, the other to contain the Bomb it is to throw. These Mortars are always mounted on low Carriages, like those us'd at Sea, the Wheels being each of one piece. They are not fir'd right forward, like Cannon, but mounted into the Air, so that the Bomb ascending a vast height, falls with the greater force, and flies the further. Sometimes the Mortars are Charg'd with Baskets full of Stones, which they throw into Towns, and do great Execution, because falling thick, there is no place of safety from them.

Motions of an Army. The several marches and countermarches it makes, or changing of its Posts, either for better Ground, to force an Enemy to Battle, to avoid it, or the like.

Mount.

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Mount. vide Cavalier.

To Mount. To Mount the Guard, to go on that Duty. To mount a Breach, to run up it in an Assault.

To mount the Trenches, vide Trenches.

Musket. The most convenient and commonest sort of Fire-arm that is usual in War. Generally two thirds of every Company, and consequently of every Regiment of Foot, are arm'd with them, and the rest with Pikes. They are to carry a Ball of about an Ounce weight, and all to be made to the same Bore, lest they should prove useless by not fitting the Bullet. The length of the Line of Defence is settled by the distance a Musket will carry to do Execution, which is counted about 240 Yards, and accordingly all the Works are proportion'd.

Musket Baskets. These are about a Foot, or a Foot and a half high, 8 or 10 Inches Diameter at bottom, and a Foot at the top; so that being fill'd with Earth, there is room to lay a Musket between them at bottom, being set on low Breast-works, or Parapets, or upon such as are beaten down.

Musketers. The Soldiers in every Regiment of Foot that are arm'd with Muskets. In France there are two Companies, or rather Troops, call'd, *Mousquetaires du Roy*, or the King's Musketers, compos'd all of Gentlemen excellently well mounted, who serve either a foot or a horse-back, and signalize themselves

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upon all desperate occasions, being there only for Preferment. The King himself is their Captain, and the Officer commanding each of them is call'd *Captain Lieutenant*; yet each of them commands as Colonel both of Horse and Foot, and accordingly takes place of all younger Colonels of either. They are reckon'd as *Gendarms*; and march next to the *Scotch Gendarms*.

Musketoons. A short Fire-arm, with a very large Bore to carry several Musket, or Pistol-Bullets, proper to fire among a Crowd, or to keep a Pass. It is the same as a Blunderbuss.

Muster. A Review of Troops to take an account of their Numbers, and the condition they are in, viewing their Arms, and Accoutrements, and according to the Number that appears, the pay for them is deliver'd to their Officers.

Muster-Master-General, vide *Commissary-General of Musters*.

Muster-Roles. The Roles or Lists of Soldiers found in each Company, Troop, and Regiment, by which they are paid, and the strength of the Army is known.

Muzzle-hing of a Gun. That which encompasses and strengthens the Muzzle, or Mouth of a Cannon.

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TO Nail Cannon, or, as some call it, to Cloy. To drive a large Spike by main force into the Touch-hole of a Gun; or for want of Spikes, small Flints or other Stones. This renders the Cannon unserviceable, either stopping up the Touch-hole; or if the Spike be taken out, leaving it so large that it cannot be fir'd, because it takes too much vent there. The remedy is to drill a new Touch-hole. The most honourable thing the Garrison of a place besieg'd can propose to it self in a Sally, is to Nail up the Enemies Cannon. Some call it, to Cloy, as was said at first; but this is an Antiquated Word.

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Octagon. A Figure that has eight Sides, and as many Angles, capable of being fortify'd with the like number of Bastions.

Officer. In general signifies a Person that has some command in the Body he serves in. But more strictly it is taken only for those that have Commissions; so that it includes all from the General to the Corporal in the largest Sense, and in the strictest from the General to the Ensign, or
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Cornet, for which reason Officers are thus distinguish'd.

General Officers. Those that have power not only over one Regiment, Troop, or Company; but in general, over a Body compos'd of several Regiments. These are the General, Lieutenant-Generals, Major-Generals, Brigadier-General, Colonel, Quarter-Master and Adjutant-Generals.

Field-Officer. Those that have a Power and Command over a whole Regiment; and not only over one single Troop, or Company, which are the Colonel, Lieutenant-Colonel, and Major: So call'd, because they appear most at their Command when the Regiment draws out into the Field; for not being subject to common Duty of Mounting Guards in Quarters, they are not there so much seen.

Commission-Officers. All those that bear the King's Commission, which are all from the General to the Ensign, and Cornet inclusive.

Subaltern-Officers. The Lieutenant, Ensigns, and Cornets of Horse, Foot and Dragoons, are so call'd.

Warrant, and Staff-Officers. Those who have not the King's Commission, but are appointed by the Colonels and Captains, as Quarter-masters, Serjeants, Corporals, and in the same number are included Chaplains and Surgeons.

To open the Trenches. The first breaking of Ground made by the Besiegers, in order
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to the carrying on their approaches towards the place besieg'd.

Order of Battle. The placing of the Battalions and Squadrons, in one Line, or more, according as the Ground will allow, to ingage the Enemy to the best advantage.

Orders. In general signify all that is commanded by Superiors, and is sometimes taken only for the Word.

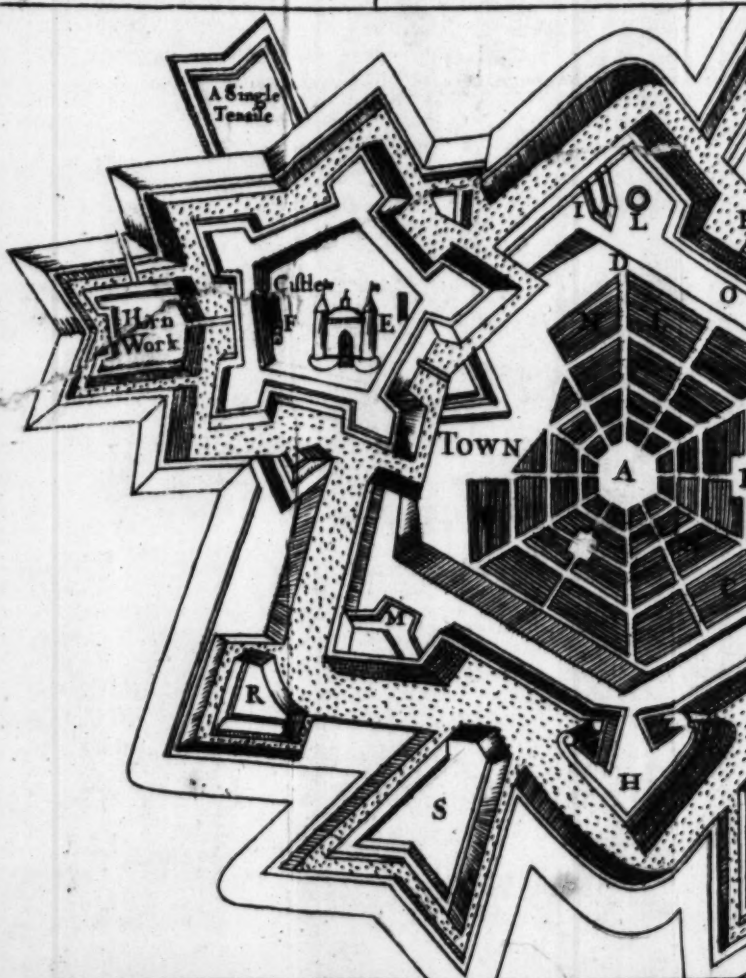
Ordnance, vide Cannon.

Orgues. Long and Substantial pieces of Wood every one separate from the other, hanging with Ropes over the Gateway of a City, perpendicularly, and ready upon any surprize attempted by an Enemy, to be let drop down in the Gateway to stop it up, without being subject to the danger that the Enemy may clap any piece, or Wooden-Horse a-cross the Gate, and so keep up the whole Range of Pieces, as may happen with *Portcullices*, because the pieces they consist of being all made fast to one another, when one stops all stop; whereas the *Orgues*, being all sever'd from one another, the stopping of one is no hindrance to the fall of the rest; and therefore the *Orgues* are esteem'd better than *Portcullices*.

Orillon, or Blind. A Mass of Earth fac'd with Wall, advancing beyond the *Epaul*, or Shoulder of Bastions that have *Cazemats*, to cover the Cannon in them, and prevent its being dismounted by the Enemy. Some *Orillons* are round, and others

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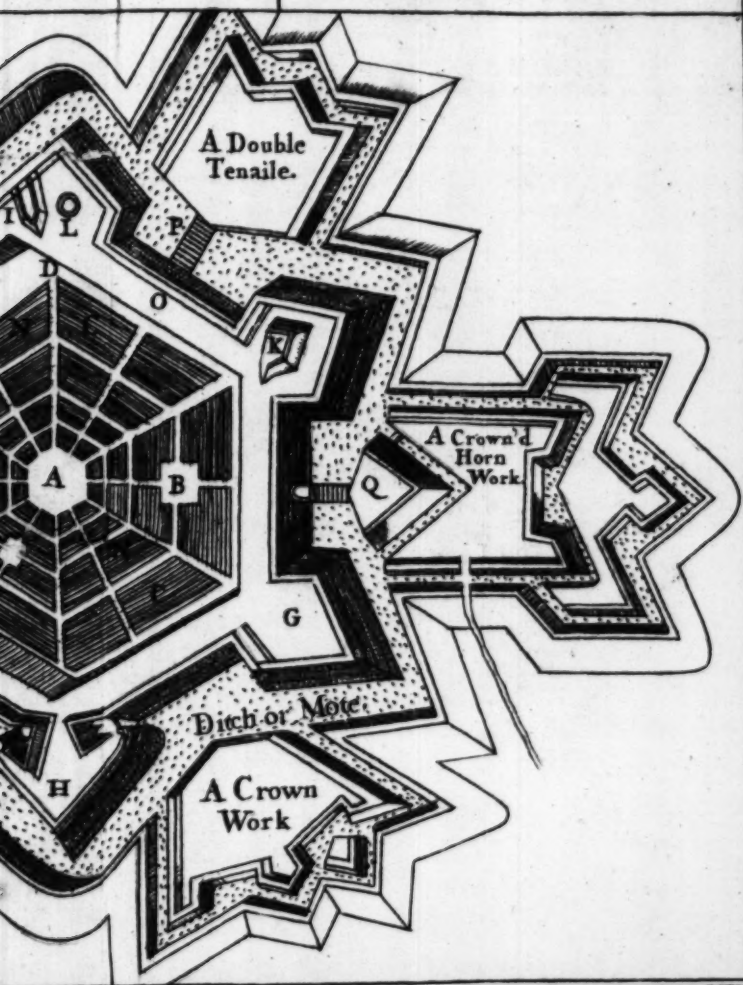
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| A. Magazine, Storehouse or Place of Rendezvous. | G. A Bastion or Bulwark. |
| B. The Market-Place. | H. A Bastion with Cazern Port-holes or Embrazures. |
| C. Ground-plots of Houses. | I. A Platform. |
| D. Streets. | K. A Cavalier. |
| E. The Governor's House. | L. A Contramine. |
| F. Lodgements for Soldiers. | M. A Retrenchment. |



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with Cazemates,
or Embrazures.
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N. Churches.
O. The Rampire wth its Parapets &c.
P. A Bridge.
Q. A Ravelin.
R. A Half-Moon.
S. A Work made in the form of a
Swallows Tail.



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others almost square, call'd, *Epaulments* Orthographical Section, or Profile. Is that Draught which shews the thickness, breadth, depth, and heighth of any Work, as it would appear, if perpendicularly cut off from the highest to the lowest part of it. It does not represent the length of the Work, which the *Plan* does; but then the *Plan* does not shew the heighth and depth, but represents the breadth, Fig. II.

Out-works. All the Works that cover the Body of a place next the Campaign; as *Ravelins*, *Half-moons*, *Horn-works*, *Tenailles*, *Crown-works*, *Swallow's-Tails*, *Envelopes*, and the like. It is a general Rule, That if there be several Out-works, one before another, to cover one and the same *Tenaille* of a place, those that are nearest the place, must gradually, one after another, command those that are farthest advanced out into the Campaign; that is, must have higher Ramparts, that they may over-look and fire upon the Besiegers, when they have possess'd themselves of the farthest. The Gorges of them must be always plain, for fear if they had any Parapet might serve the Besiegers, when they are masters of it, to cover themselves against the fire of the Besieged; and therefore the Gorges are only Palisado'd to prevent surprize.

Oxygon, vide Triangle.

- 1, 10. The level of the Plain.
- 1, 2. The Base of the Rampart.
- 2, 5. The Fausse-Braye.
- 2, 4. The space of the Fausse-Braye.
- 4, 5. The Base of the Parapet of the Fausse-Braye.
- 5, 6. The Berme or Foreland.
- 6, 7. The breadth of the Ditch.
- 7, 9. The Covert-way.
- 29, 10. The Glacis.
- 3, 4. The breadth of the Banquet of the Fausse-Braye.
- 8, 9. The breadth of the Banquet of the Covert-way.
- 1, 19. 2. 26. The height of the Rampart.
- 19, 20. The inward Talus of the Rampart.
- 26, 30. The outward Talus of the Rampart.
- 22, 30. The Base of the Parapet.
- 22, 23. The height of the Parapet.
- 23, 25. The Glacis of the Parapet.
- 22, 0. The height of the Banquet.
- 24, 0. The height above the Banquet.
- 4, 27. Height of the Banquet of the Fausse-Braye.
- 27, 28. Glacis of the Fausse-Bray.
- 5, 11. The depth of the Ditch.
- 11, 12. The Talus of the Ditch.
- 6, 12. The Escarpe.
- 7, 15. The Counterscarp.
- 13, 14. Breadth of the Cuvette.
- 13, 17. Depth of the Cuvette.
- 17, 18. Talus of the Cuvette.
- 9, 29. Depth of the Covert-way.
- 20, 21. The Terre-plain of the Rampart.

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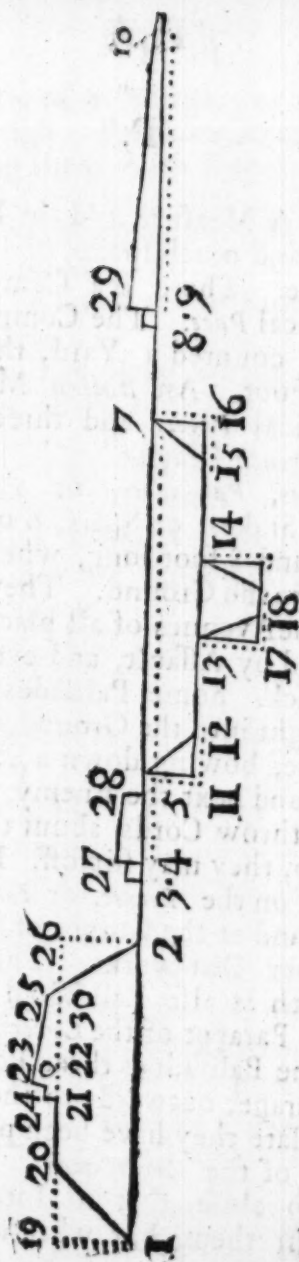
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P*ace.* A Measure us'd in Fortification, and much spoke of in Military Discipline. There is a Common and a Geometrical *Pace*. The Common *Pace* is generally counted a Yard, the Geometrical 5 Foot. An *Italian Mile* is 1000 Geometrical *Paces*, and three of these Miles a *French League*.

Palisades, Palisadoes, or Piles. Great Wooden Stakes, or Spars, 6 or 7 Inches Square, and 8 foot long, whereof 3 Foot are let into the Ground. They are planted on the Avenues of all places that may be carry'd by Assault, and even by regular Attack. Some Palisades are drove down-right into the Ground, others make an Angle, bowing down a little towards the Ground next the Enemy, that if they should throw Cords about them to pull them up, they may slip off. Palisades are planted on the *Berme*, or *Foreland* of Bastions, and at the Gorges of Half-moons, and other Out-works. The bottom of the Ditch is also Palisado'd; but above all, the Parapet of the *Covert-way*. Some place the Palisadoes three Foot from the said Parapet outwards to the Campaign; but of late they have been planted in the middle of the *Covert-way*. They are to stand so close, that no Interval remain between them, but what will serve for the

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the Muzzle of a Musket, or to thrust a Pike through. Palisades are either pull'd up shaking them with Ropes, cut down by the Granadiers, beaten down with Cannon, or burnt down with tarr'd Fascine or Faggots.

Pan. The same as the Face of a Bastion, vide *Face*.

Parade. The place where Troops assemble, or draw together, in order to Mount Guards, or for any Service.

Parallel. Tho' this be properly a term in Geometry; yet being often us'd in Fortification, it deserves to be explain'd. Parallel Lines are those which are of an equal distance from one another in every part of them, and will so continue, tho' never so far extended; so that they can never meet or draw nearer. The opposite sides of a Square, are Parallel to one another. The Ranks of a Batalion are Parallel, and so are the Files. The Counterfcarp is drawn Parallel to the Face of its Bastion, and generally the Line of Approaches is drawn Parallel to the Face of the Place attack'd, to prevent its being Enfladed, or Scour'd in length.

Parapet, or Breast-work. A Work rais'd to cover Men against the Enemies Cannon, and Small shot, on Ramparts, Bastions, &c. and must be made of Earth, and not of Stones, lest they being beaten to pieces, do mischief. It is eighteen or twenty Foot thick, six Foot high towards the Place, and four or five towards the

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Campaign ; which difference of height makes the Glacis, or Slope for the Musketers to fire down into the Ditch, or at least upon the Counterscarp. The Name of Parapet is given in general to any Line that covers Men from the Enemies fire ; so there are Parapets of Barrels, of Gabions, and of Bags fill'd with Earth.

Park of the Artillery. A Post in the Camp, out of Cannon-shot of the Enemy, and fortify'd to secure the Magazines and Ammunition ; where, to prevent accidents of fire, only Pikemen do Duty. Every Attack at a Siege, has its Park of Artillery.

Park of Provisions. A place appointed in the Rear of every Regiment, for Sutlers, and others, to bring things to sell to furnish the Army.

Parley. To beat or sound a *Parley*, vide *Chamade*.

Partisan. A good Partisan is an able cunning Soldier, well skill'd in commanding a Party, who knows the Country, and how to avoid Ambushes, and surprize the Enemy.

Partuisan or *Pertuisan.* A Weapon not unlike a Halbert, us'd sometimes by Lieutenants of Foot.

Party. A small Body of Horse, or Foot, sent out to discover, or upon any Military Execution. The King of France to prevent Robberies, has order'd, that all Parties of Enemies, under 15 in number, that do not produce an Order under

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a Commanding Officer's Hand, if taken, be sent to the Gallies as Robbers.

Pas de Souwis, vide *Foreland*.

Passé-Volans, vide *Faggots*.

Plate. A Platform, like that they call *a* Horseshoe, not always regular, but for the most part oval, encompass'd with a Parapet, without any other defence, for the most part, except only that fore-right, and having nothing to Flank it. They are commonly erected in Marshy Grounds to cover a Gate of a Town.

Patrouille. A Round going about in the Night, consisting generally of five or six Men commanded by a Serjeant, (or of fewer, if Horse) that set out from the *Corps de Garde*, to see what is done in the Streets, and keep Peace and Quietness in the Town.

Pay. Is the Wages given to a Soldier for his maintenance in his Prince's Service, and is greater or less, according to the Custom of several Countries.

Pay-Master. Is he who is entrusted with the Money, and has the charge of paying the Soldiers.

Pedrero. A small sort of Cannon, most us'd aboard Ships, to fire Stone, or broken Iron upon Boarding. Some of them are made to open at the Breech, to take in the Charge that way.

Peloton, vide *Platoon*.

Pentagon. A Figure of five Sides, and as many Angles, capable of being fortify'd with the same number of Bastions.

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Perpendicular. A right Line, falling from, or lifting it self upon another, upright, without inclining one way or the other, and making the Angles on both sides equal.

Petard. An Engine of Metal, almost in the shape of a Hat, about 7 Inches deep, and about 5 Inches over at the Mouth. When charg'd with fine Powder well beaten, it is cover'd with a *Madrier*, or Plank, bound down fast, with Ropes running through handles, which are round the Rim near the Mouth of it. This *Petard* is apply'd to Gates or Barriers of such places, as are design'd to be surpriz'd, to blow them up. They are also us'd in Counter-mines to break through into the Enemies Galleries, and disappoint their Mines.

Pickaxes. Us'd in digging Ground when too hard for the Spade; but too common to require more to be said of them, tho' mention'd as being a tool very necessary in an Army.

Picket, or Pique.-Guard, vide *Guard*.

Picket, or Piquet. Is a Stake sharp at the end, which serves to mark out the Ground, and Angles of a Fortification, when the Ingenier is laying down the *Plan*. They are commonly pointed with Iron. There are also large *Piquets*, which are drove into the Earth, to hold together the *Fascines*, or *Faggots*, in any Work cast up in haste. *Pickets* are also Stakes drove into the Ground, by the Tents of the

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the Horse in the Field to tie their Horses to, and before the Foot to rest their Arms about them in a Ring, each Company has commonly three, two for Muskets, and one for Pikes. Horsemen that have committed any considerable Offence, are sentenc'd to stand upon the *Ficket*, which is to have one hand ty'd up as high as it can stretch, as he stands upon his Toes of one Foot, upon a little Stake drove into the Ground for that purpose; so that they neither stand nor hang, nor can they change Feet to ease themselves.

Pieces. Signify Cannon. As Battering Pieces, such as are us'd at Sieges, and are generally 24 Pounds. Field-pieces that carry about 10 or 12 Pound Balls, generally planted in the *Van*, as the heavy Cannon is in the main Battle.

Pike. A Weapon for a Foot-Soldier made of a long Staff, small, and round, and arm'd at the end with a sharp Iron Spear. Generally in a Company of Foot, the two thirds are Musketers, and the others Pike-men. The Pikes are 14 or 16 Foot long. When a Batallion is form'd to to engage Horse in open Field, the Pikes are so order'd, that they may face and charge every way, to cover not only the Musketers, but the Colours, Drums, and Baggage. Bayonnettes, or short Swords, made to clap into the Muzzles of Muskets, serve very well instead of Pikes.

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Pioneers. Sometimes Men brought in from the Country to Work ; but for the most part, the Soldiers perform this Duty.

A Place. It is commonly us'd to signify the Body of a Fortress.

Place of Arms. Thus absolutely taken, is a strong City chosen for the chief Magazine of an Army.

Place of Arms in a Garrison. A large open spot of Ground, either in the midst of the City, where the great Streets meet, or between the Ramparts and the Houses, for the Garrison to rendezvous in, upon any sudden alarm, or other occasion.

Place of Arms of an Attack, or Trench. A Post near it, shelter'd by a Parapet, or Epaulment, for Horse and Foot to be at their Arms, to make good the Trenches against the Sallies of the Enemies. These Posts are sometimes cover'd by a Rideau, or rising Ground, or else by a Cavin, or deep Valley, which saves the trouble of fortifying them with Parapets, Fascines, Gabions, Barrels, or Bags of Earth. They are always open in the Rear, for their better Communication with the Camp. When the Trench is carry'd on to the Glacis, they make it very wide, that it may serve for a place of Arms.

Place of Arms of a Camp. A spacious piece of Ground at the head of the Camp, to draw out the Army in order of Battle.

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Place of Arms of a Troop of Horse, or Company of Foot in the Camp. The spot of Ground on which the Troop or Company draws out.

Plan, or Ichnography. The Draught on the Ground of any Fortification, shewing the length of its Lines, the Angles they Form, the distances between them, the breadth of the Moats, and thickness of the Ramparts and Parapets. So that a *Plan* represents a Work as it would appear on the plain Field, were it cut off level with the Foundation; but it does not shew the heighth and depth of the several parts of the Work, which belongs to the *Profile*, and this does not represent the length, it being common to them, both to express the breadth, and thickness of each part.

Platform, vide Battery.

Platoon, or rather Peloton. A small square Body of Musketiers, such as is us'd to be drawn out of a Batallion of Foot, when they form the hollow Square to strengthen the Angles. The Grenadiers are generally thus posted. *Peloton* is the *French* Word, from whom we took it, and the vulgar corruption has brought it to be pronounc'd *Platoon*.

Point-blank. Is the Shot of a Gun level'd in a direct Line without mounting or sinking the Muzzle, which is us'd for Battery of Works, and sweeping near at hand. The point-blank of any common large Cannon is not above 180 Paces.

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Polygon. The Figure or Spot of Ground that is to be, or is Fortified.

Interior Polygon. The main Body of the Work, or Town, excluding the Out-works.

Exterior Polygon. The Out-lines of all the Works, drawn from one outmost Angle to another quite about.

Regular Polygon. That whose Sides and Angles are equal to one another.

Irregular Polygon. That which has unequal sides and Angles.

Pont de Jongc, vide Bridge.

Ponton, or Floating Bridge. An Invention to pass over a Water. It is made of two great Boats, plac'd at some distance from one another, both Plank'd over, as is the Interval between them, with Rails on the sides, the whole so strong built, that it can carry over Horse and Cannon.

Pont Volant, vide Bridge.

Portcullice, Herse, or Sarrazine. Several great pieces of Wood laid a-croß one another, and pointed at the ends with Iron, the whole like a Harrow. These did use to hang over the Gate-ways of Fortify'd places, to be ready to let drop down into the said Gate-way to keep out an Enemy that should come by surprize, if there should not be time, or opportunity to shut the Gates. But the *Orgues* are counted better. *Vide Orgues.*

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Post. Any spot of Ground, whether Fortify'd or not, which is capable of Lodging Soldiers. So we say, To gain a Post with Sword in Hand, To relieve the Posts, that is, the Guards of the Posts.

Advanc'd Post. A spot of Ground before the other Posts, to secure those behind.

Postern. A small door in the Flank of a Bastion, or other part of a Garrison to march in and out unperceiv'd by the Enemy, either to relieve the Works, or to make Sallies.

Powder. A Composition of Charcoal dust, Salt-petre and Brimstone, too well known to require any further account to be given of it.

Priests Cap, vide *Bonet a Prestre.*

Proclamation, vide *Ban.*

Profile, vide *Orthographical Section.*

Provisions. Are all sorts of Food for the Army.

Provost Marshal. An Officer appointed to seize and secure Deserters, and all other Criminals, and to set rates on Provisions in the Army. He has a Lieutenant, and a Clerk, and a Troop of Provosts, or Marshal's Men a Horseback; as also an Executioner.

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Quadrant. An Instrument which is the fourth part of a Circle; and therefore call'd by this Name, us'd by Gunners for Levelling, Mounting, or Embasing their Pieces.

To Quadrat, or Square a Piece. Is to see whether it is duly plac'd, and well pois'd on the Carriage and Wheels.

Quarter, or *Quarters,* has several Significations in Martian Affairs.

Quarter. Signifies the sparing of Mens Lives, and giving good treatment to Enemies vanquish'd. So we say, The Conquerors offer'd good Quarter, The Enemy ask'd Quarter, We gave no Quarter.

A Quarter. Signifies not only the Ground a Body of Men incamps on, but the Troops themselves. Therefore we say to beat up the Enemies Quarters. Such a Quarter is well fortify'd.

A Quarter at a Siege. An Incampment upon any of the principal Avenues of the place, either commanded by the General of the Army, and then call'd the King's, or the General's Quarter, or by a Lieutenant-General.

Winter-Quarters. Sometimes is taken for the Interval of time between two Campaigns; but more generally for the place or places where Troops are lodged during the Winter.

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during the Winter. So we say, The Army is marching into Winter-Quarters; The Winter-Quarters are settled; The Winter-Quarters will be but short.

Quarters of Refreshment. The place, or places, where Troops that have been much harass'd are put in to recover themselves, during some time of the Summer, or Season for the Campaign. This is often done in hot Countries during the violent heats.

Quarter-master. An Officer, whose principal business is to look after the Quarters of the Soldiers. There is a Quarter-Master-General of the Army. Every Regiment of Foot has a Quarter-Master, and every Troop of Horse one.

Queue d'yronde, or Swallows-Tail. A Detach'd, or Out-work, whose sides open towards the Head, or Campaign, and draw closer or narrower towards the Gorge. There are Single and Double *Tenailles*, and *Horn-works*; call'd by this Name of *Queue d'yronde*, or *Swallows Tail*, because their sides, instead of being Parallel, open towards the Head, and grow narrow at the Gorge, as was said before. When these Works are cast up before the Front of a place, they have this fault, that they do not sufficiently cover the Flanks of the opposite Bastions; but besides that, Ingeniers sometimes must Work according to the Ground and Situation; they have this advantage, that they

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they are extraordinary well Flank'd by the place, which discovers all the length of their sides the better. Vide *Tenaille*.

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A *Rabancet*. The smallest Piece of Cannon, but one, being one Inch and four Eights Diameter in the Bore, five Foot six Inches long, 300 Pounds weight, takes a Charge of 6 Ounces of Powder, and carries a Shot one Inch and three Eights Diameter, and Eight Ounces Weight. The point-bank-shot of the Piece is 70 Paces.

To Raise a Siege. Is to give over the Attack of a place, and to quit the Works thrown up against it, and the Posts taken about it.

Rampart. Some will call it *Rampire*, but improperly. The great Massy Bank of Earth rais'd about a place to resist the Enemies great Shot, and cover the Buildings. On it is rais'd a Parapet towards the Campaign. It is not to be above three Fathom high, and ten or twelve in thickness, unless more Earth be taken out of the Ditch, than can be otherwise bestow'd. The Rampart of Half-moons is the better for being low, that the Muskets of the Defendants may the better reach the bottom of the Ditch, but it must be so high, as not to be commanded by the *Covert-way*,

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Randevoux. The place where Troops are to assemble.

Ranforce-ring of a Gun. That which is next before the Touch-hole, between it and the *Trunions*.

Rank. The strait Line the Soldiers of a Batalion, or Squadron make, as they stand side by side. To double the Ranks, is to put two Ranks into one, so the Files are the thinner, and the Ranks the closer fill'd.

Ration. A Day's Allowance of Bread, or of Forrage, given to every Man and Horse.

Ravelin. Is like the point of a Bastion, with the Flanks cut off, as consisting of only two Faces, which make an *Angle Saillant*. It is plac'd before a Curtin, to cover the opposite Flanks of the two next Bastions. Or to cover a Bridge, and Gate, being always beyond the Moat. Only Engeniers now use this word *Ravelin*; for the Soldiers generally call it a *Half-moon*, vide *Half-moon*.

Razant. Line of Defence *Razant*, vide *Line*.

Rear. In general is the hindmost part of the Army, or the Ground behind it.

Rear, or Rear-Guard. The last of the three Lines of an Army drawn up in *Batalia*, whereof the first is the *Van*, or *Van-Guard*, the second the *Main Body*, and the last the *Rear-Guard*, or by another Name the *Corps de Reserve*, or *Body of Reserve*, vide *Line*.

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Rear-Rank. The last Rank of a Batalion, or Squadron.

Rear-Half-Files. The three hindmost Ranks, when a Batallion is drawn up six deep.

Recoil of Cannon. The Motion, or Run, it takes backwards, when fir'd, caus'd by the force of the fire, which when the Piece is discharg'd, seeking every way to fly out, drives the Gun back, and the Powder and Ball forwards. A Cannon generally Recoils ten or twelve Foot, to lessen which the Platform of the Batteries is commonly made to incline, or stoop a little towards the *Embrasures*.

Recruits. New Men rais'd to strengthen the Forces on Foot, either to make the Troops and Companies more numerous than they were at first, or to fill up the places of Men kill'd.

Rectangle, vide *Triangle*.

Redans, or Indented Works. Are Lines that form several Angles in and out, to Flank one another. The Parapet of the *Covert-way* is for the most part carry'd on after this manner, and the same is done on the sides of a place that are next to a Marsh, or River, vide *Indented Line*.

Redoute. A small Square Fort, to serve for a *Corps de Garde*. They are us'd to secure the Lines of Circumvallation, and Contravallation, and the Approaches. They are also made sometimes upon every Traverse of the Trenches to defend the
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Workmen against the Sallies of the Besieg'd. They are often us'd before strong Towns, at small distances before the Counterscarp, to keep the Enemy at a distance, and cover the Sallies of the Garrison. These *Redoutes* are sometimes greater, and sometimes less; but their Parapet not being to resist Cannon, is only 8 or 9 Foot thick, with two or three Foot-banks, and the Ditch about the same breadth, and depth.

Reform. To Reform, is to reduce a Body of Men, either disbanding the whole, and putting the Officers and Men into other Bodies, or only breaking a part, and retaining the rest.

Reform'd Officer. He whose Company or Troop is broke or disbanded, and yet he continu'd in whole or half pay, still preserving his Right of Seniority, and continuing in the way of Preferment.

Regiment. A Body of several Troops of Horse, or Companies of Foot, and commanded by a Colonel. Independent Companies belong to no Regiment. The number of Troops, or Companies, that are to form a Regiment has never been ascertain'd, no more than the number of Men that are to form a Troop or Company. For there are Regiments of Horse of 300 Men, and some in *Germany* of 2000. So there are Regiments of Foot of 12 or 13 Companies, which may make 7 or 800 Men, and the Regiment of *Picardy* in *France* consists of 120 Companies, which
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at Fifty in a Company amount to 6000 Men.

Regiments of Guards, vide Guards.

Regular Attacks, vide Attacks.

Relais, vide Foreland.

Relieve. To Relieve the Guard, or Relieve the Trenches. Is to bring fresh Men upon the Guard, or into the Trenches, and send those to rest that have been doing duty there before.

Remount. To Remount the Cavalry, is to furnish Horses for those who have had theirs kill'd, or disabled.

Reserve, or Corps de Reserve, vide Line of Battle, and Rear-Guard.

Retirade. A Retrenchment, commonly consisting of two Faces, which make an Angle inwards, and rais'd in the Body of a Work, that is intended to be lost Foot by Foot, when the first defences are broke down. Sometimes it is a Trench with a Parapet, and sometimes it is only made of Fascines loaded with Earth, of Gabions, of Barrels, or Bags full of Earth, with a Ditch, or without, and with Palisades, or without.

Retraite, vide Foreland.

Retrenchment. Is taken for any sort of Work or Intrenchment, or Defence with a Ditch and Brest-work; but most properly it is that which is behind another; as when Men are beaten from one Post, they throw up another Retrenchment within it. Sometimes Retrenchments are call'd *Cuttings off*, and indeed both words

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signify the same thing, only the first is *French*. The Name is proper, because that part of the Defence, which was lost, is cut off by the new Work. Vide *Intrenchment*.

Returns of the Mine, vide Gallery.

Returns of the Trench. The several Bendings and Oblique Lines of the Trenches, drawn in some measure Parallel to the sides of the place attack'd, to prevent being Enfiladed, or having the Enemies Shot scour along the length of the Line. These returns make a great distance between the Tail and the Head of the Trenches, which are but at a small distance the strait way. Therefore when the Head is attack'd by any Sally, the Volunteers and Braves among the Besiegers leap over the Line, and run out of all shelter to repulse the Sally, and cut off the Enemies Retreat.

Reverse. Signifies on the back, or behind. So we say, a Reverse View, a Reverse commanding Ground, a Reverse Battery.

Review. The appearance of any Body of Troops under Arms, to be view'd whether they are compleat as to numbers, and well condition'd.

Rhine-land Rod. A Measure us'd in Fortification by *Dutch* Ingeniers, being two Fathom, or twelve Foot.

Rhomboid. A Figure that has the opposite Sides and Angles equal; yet neither

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ther all the Sides, nor all the Angles, but only two of each.

Rhombus, or *Lozange*, A Square Figure that has the four sides equal, but not the Angles, whereof two are obtuse, and two acute. It is what we vulgarly call *Diamond-cut*, like the Glasse of old Windows.

Rideau. A small rising Ground running along a Plain, and sometimes almost Parallel to the Front of a Place, to which it is very prejudicial, as being a Work ready thrown up to cover the Enemy. It is properly so call'd, because *Rideau* in *French* is a Curtin, and this is, as it were, a Curtin drawn by Nature to hide Men from the Town.

Round. A Watch commanded by an Officer, that goes in the Night about the Ramparts of a strong place, to observe whether the Sentinels are watchful upon their Duty, or in the Streets of a Town, to keep good order.

To Roul. Officers of equal quality, who mount the same Guards, and do the same Duty, relieving one another, are said to Roul; as Captains with Captains, and Subalterns with Subalterns. They command one another according to the Date of their Commissions.

To Run the Gauntlet. When a Soldier has committed some considerable offence, and is sentenc'd to run the Gauntlet, the Regiment is drawn up making a Lane, with every Man a wand in his hand, the

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Criminal runs through with his Back naked, and every Man has a stroke at him. If it be intended to make the punishment rigorous, the Officers have a watchful Eye to see that the Men do not favour the Criminal, and punish any that presumes so to do.

S

S *Ac-a-Terre, vide Canvas-Bags.*
Safe-guard. A Protection the Prince, or his General, gives to some of the Enemies Country to be secur'd from being ravag'd by his Men, or quartering them; Soldiers left in such places to secure them against their own Men, are call'd *Safe-guards*.

Saker, the lowest fort, a Cannon three Inches and four Eights Diameter in the Bore, Eight Foot long, 1400 weight: Its Charge of Powder three Pounds six Ounces, and carries a Bullet three Inches and two Eights Diameter, and four Pounds twelve Ounces weight. The point-blank-shot of it 150 Paces.

Saker Ordinary. A Gun three Inches, six Eights Diameter in the Bore, nine Foot long, 1500 weight, takes four Pounds for its Charge of Powder, and carries a Bullet three Inches and four Eights Diameter, and six Pounds weight. Its point-blank-shot 160 Paces.

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Saker of the largest size. Four Inches, Diameter in the Bore, ten Foot long 1800 weight, its charge five Pounds of Powder; the Diameter of its Shot three Inches and six Eights, the weight of it seven Pounds ~~five~~ Ounces, the point-blank-shot of the Piece 163 Paces.

A Sally. In French *Sortie*. The issuing out of the Besieged from their Works, and falling upon the Besiegers to cut them off, and destroy their Works, as they often do in successful Sallies, killing many Men, destroying the Trenches and Batteries, and nailing the Cannon. To make a Sally, to repulse a Sally, to cut off a Sally, that is to get between them that made it and home.

Salute. A Discharge of Cannon, or Small-shot, or both, in Honour of some Person of extraordinry quality. The Colours also salute Royal Persons and Generals, which is done bowing them down to the Ground.

Sappe. A deep Trench carry'd far into the Ground, and descending by steps from top to bottom, so that it covers on the side, and to cover over Head they lay a-cross it *Madriers*, that is, thick Planks, or Clays, that is, Branches of Trees close bound together, and throw Earth over them to secure them against fire. Formerly this Word *Sappe*, signify'd a hole dug under a Building, in order to overthrow it. When a *Covert-way* is well defended by Musketers, the
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Besiegers must make their way down into it by *Sappe*, vide *Descent*.

Sarrazine, vide *Portcullices*.

Saucisse. A long Train of Powder roul'd up in a pitch Cloth, and sew'd together in length, so that it reach from the *Fourneau*, or Chamber of the Mine, to the place where the Ingenier stands, to spring the Mine. It may be about two Inches Diameter. There are generally two *Saucisses* to every Mine, that if the one fails, the other may hit.

Saucissons, or *Saucisses*. Faggots made of the Bodies of underwood, or of the large Branches of great Trees, wherein they differ from Fascines, which are of small Wood. The *Saucisson* is bound in the middle, and at both ends, and serves to cover the Men, and make *Epaulments*, and for other uses.

Scalade, or *Escalade*. A furious attack upon a Wall or Rampart, carry'd on with Ladders to mount, without going on in form, or carrying on Works, to secure the Men.

A Scale. A Rule us'd by Ingeniers to draw Fortifications on Paper, and another sort us'd by Gunners to take the Dimensions of their Guns.

Scalene, vide *Triangle*.

Scarp. The inward Slope of the Ditch of a place, that is, the Slope of that side of the Ditch which is next to the place, and faces towards the Campaign.

S E

Scenography. The prospect of a fortify'd place, as it appears to the Eye, when from without we look upon any side of it, and observe its Scituation, Enclosure, Steeple, and tops of the Houses.

To Scour the length of a Line. To rake it from end to end with the shot; so that every Bullet which comes in at one end, sweeps all along to the other, and leaves no place of security in it.

Second Captain, or Lieutenant in Second. One whose Company has been broke, and he is joyn'd to another, to act, and serve under the Captain, or Lieutenant of it, and receive Pay as Reform'd. There are also Second Captains and Lieutenants of the first Creation, that is, who were never so in the other Companies; but particularly Second Lieutenants are much us'd among the Foot in France.

Seniority. The Order of time elaps'd since the first raising of a Regiment, or an Officer's receiving his Commission. In the Line of Battle, the Squadrons of of Horse are posted on the Right or Left of the Line, according to the Seniority of the Officers, that is, of their Commissions; for the Colonels of Horse command by the Seniority of their Commissions; but this method is not observ'd among the Foot; for their Colonels

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Colonels have Precedence and Command, according to the Seniority of their Regiments. The Captains in the same Regiment of Horse or Foot, Roul, and have place among themselves, according to the Seniority of Commission; and their Troops or Companies have no preference one before the other; but by the Date of their Captains Commissions. The first Captain failing, his Company of the first becomes the last in the Battalion, and the second becomes the first. As for Subalterns, the Seniority of their Commissions does not alter their Post, but they roul, and ascend or descend with their Companies.

Sentinel. A private Soldier taken out of the *Corps de Garde*, and posted upon any spot of Ground, to stand and watch carefully for the security of the said Guard, of any Body of Troops, or Post, and prevent any surprize from the Enemy.

Sentinel perdue. A Centinel posted near an Enemy in some very dangerous Post, where he is in hazard of being lost.

Sergeant. An Officer without Commission in a Company of Foot, or Troop of Dragoons. Sometimes he commands small Detachments, and among other things it is his particular Duty to see the Men keep their due distances, and to straiten the Ranks and Files, to receive and carry Orders between the Major and

his Officers, and the Company, and to go the *Patrouilles*, &c. generally common Companies have two Sergeants each. He must read and write, and his Weapon is a Halbard.

Sergeant-Major, vide *Major*.

Shot. All sorts of Bullets for whatsoever Fire-arms, from the Cannon to the Pistol. Those for Cannon are of Iron, those for Musket, Carabine, and Pistol, of Lead. At Sea they use Chain and Bar-shot, which are two half Bullets joyn'd by an Iron Bar, or Chain, which gives them length to cut all they meet with. Vide *Bullet*.

Shovels. Us'd in all Works, too well known, and need no Description.

Shoulder of a Bastion, vide *Epaul*.

Sides of Horn-works, Crown-works, *Tenailles*, and such like Out-works, by the French call'd *Ailles*, or *Wings*, are the Ramparts and Parapets that enclose them on the Right and Left from the Gorge to the Head. These sides when they are not longer than Musket-shot, are generally strait Lines, because then they are Flank'd from the place. But if the sides are above Musket-shot, they are sometimes Indented, or made with *Redans*, or else there are Traverses, or Cross Intrenchments, cut in their Ditch. So that it is more dangerous attacking the Sides of these Works, than the Head.

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Siege. The incamping of an Army about a place it designs to attack; the whole time it lies before it, and all it does for reducing of it. So we say, To lay Siege, To carry on a Siege, To raise a Siege.

Sillon. A Work rais'd in the midst of a Ditch to defend it, when it is too wide. This Work, as it runs, forms little Bastions, Half-moons, and Redans, or Indentures, which are lower than the Rampart of the place, but higher than the *Covert-way*. This Name of *Sillon* is going out of use, and they now call it *Envelope*. Vide *Envelope*, *Countergard* and *Lunette*.

Single Tenaille, vide *Tenaille*.

Sixain. An Ancient Order of Battle for six Batallions; which, supposing them to be all in a Line, is form'd thus. The Second and Fifth Batallions advance and constitute the Van; the First and Sixth fall back into the Rear, or *Corps de Réserve*, and the Third and Fourth remain on the same Ground for the main Battle. Every Batallion ought to have a Squadron of Horse on its Right, and another on its Left. Any number of Batallions produc'd by the Multiplication of six, may be drawn up in this Order; for twelve Batallions will make own *Sixains*, eighteen will make three, and so on. Vide *Cinquain*,

Skirmish. A small Encounter of a few Men, when they fight in confusion without observing Order.

S Q

A Soldier. Is he that is Listed, and receives pay, to serve his Prince or State in the Wars, either a Foot, or a Horseback.

To sound the Trumpet, vide Trumpet.

Spades for throwing up Works, do not need any more should be said of them.

Spunge. A long Staff with a Roul at one end, cover'd with a Sheep's-skin of the bigness of the Bore of a Gun, to scour it after firing, that no fire may remain within.

Spurs. Are Walls that cross a part of the Rampart, and joyn to the Town Wall.

Squadron. A Body of Horse, the number not fixt, but from an hundred to two hundred Men, sometimes more, and sometimes less, according as Generals see fit, the Army is in strength, and occasion requires.

Square. A Figure compos'd of four equal sides, and four Right Angles.

Long Square. Has Right Angles, but two of the sides are long, and the other two short.

A Square Body. Which has as many Men in File, as in Rank, and is equal whatsoever way it faces.

Hollow Square. A Body of Foot drawn up with an empty space in the middle for the Colours, Drums and Baggage, facing and cover'd by the Pikes every way, to oppose the Horse.

Staff.

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Staff-Officer, vide Officer.

Star-Redoute, of four, of five, of six, or of more points, otherwise call'd an *Esterle*. These are all small Forts or Redouts, with Angles Saillant, and returning or entring. These are not much in use now, because their Angle inwards is not Flank'd, and the Square Redouts are sooner built, and as serviceable.

Straw. For Straw, is a word of command to dismiss the Soldiers when they have grounded their Arms, so that they be ready to return to them upon the first firing of a Musket, or beat of Drum.

Subaltern, vide Officer.

Sub-Brigadier, Sub-Lieutenant, and the like, are under Officers appointed for the ease of those over them of the same Denomination. Sub-Lieutenants of Foot take their Post at the Head of the Pikes.

Subsistence. Is Money paid Weekly or Monthly, or otherwise to Soldiers, for them to subsist on till the general Pay days, when their Accounts are made, and then receive what more is due to them, for the Subsistence is always less than the pay.

Subdivisions. Are the lesser parcels, into which a Regiment is divided in marching, being half the greater divisions.

F A

Succour. To succour a place, is to raise the Siege, driving the Enemy from before it.

Superficial Fourneau, vide *Caisson*.

Surface. Is that part of the Exterior side, which is terminated by the Flank, prolong'd or extended, and the Angle of the nearest Bastion. The double of this Line with the Curtin, is equal to the Exterior side.

Sutlers. Is one that follows the Camp, and sells all sorts of Provisions to the Soldiers. In all Garrisons there are also Sutlers, who serve the Soldiery.

Swallows-Tail, vide *Queue d'hyronde*.

T

T*ail of the Trenches.* The first Work the Besiegers make when they open the Trenches, as the Head of the Attack is carry'd on towards the place. There is always danger at the Tail of the Trenches, because it is exposed to the Batteries of the place, and the Cannon mounted on the Cavaliers, plays upon those that relieve and mount the Guard. A Guard of Horse is ever kept at the Tail of the Trenches, to be in a readiness to come to the relief of Workmen at the Head, in case of Sallies, and this Guard is reliev'd as often as the Trenches.

Talus.

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Talus. The Slope allow'd to every Work rais'd of Earth, that it may stand the faster, and is more or less, according as the Earth is looser or more binding. As for Instance, the Rampart is not built upright, because it is of Earth; but it goes sloping, being thicker at the bottom or foot, than at the top, and this Slope is call'd the *Talus*.

Inward Talus. The Slope of the Rampart, or other Work next the place, which is commonly double the outward *Talus* of that same Work.

Outward Talus. The Slope allow'd the Work on the outside from the place, and towards the Campaign.

Tat-to. Sometimes call'd the Retreat, the beat of Drum at Night for all Soldiers in Garrison to repair to their Quarters, and to their Tents in the Field. After which in Frontier Towns, and where the Inhabitants are suspected, they are not permitted to stir Abroad, or at least, not without a light.

Te Deum. A Holy Hymn sung in Thanksgiving for any Victory obtain'd, which is often abus'd, being sung by those that are beaten to conceal their shame.

Temoins, vide Witnesses.

Tenaille. Has several Significations in Fortification, as;

Tenaille of a Place, or Fortress. The Face of it, *vide Face*.

T E

Tenaille. An Outwork, whereof there are two sorts, the Single, and the Double.

The Single Tenaille. A Work, the Head whereof is form'd by two Faces, making one Angle Rentrant, or Inwards, and whose sides run directly Parallel from the Head to the Gorge.

The Double Tenaille. A Work whose Head is form'd by four sides, which make two Angles Rentrant, or Inwards, and three Angles Saillant, and whose sides run strait from the Head to the Gorge. When these sides are Parallel, the Single, or Double *Tenailles*, are known by no other Name; but when there is more breadth at the Head, than at the Gorge, they are call'd *Queue d'hyronde*, or *Swallows-Tails*. *Tenailles* are faulty in this respect, that they are not Flank'd, or defended towards their Dead, or Inward Angle; because the heighth of the Parapet hinders seeing down before the Angle; so that the Enemy can lodge himself there under Covert. Therefore *Tenailles* are only made, when there is not time enough to make a Horn-work.

Terre-plain. The Superficies of the Rampart, being the plain Space, or Walk on it, Parallel to the level of the Ground, and bounded next the Campaign by the Parapet, and next the Place by the *Interior Talus*.

T R

To Tertiate a Piece. Is to try a Cannon, whether it has its due thickness of mettall in all parts.

Toise. A Fathom, or six Foot.

Tong. The same as *Tenaille*.

Touch-hole. The hole of any piece to give fire to it.

Town-Major, vide *Major*.

Trapeze. A Figure that has only two of its four sides Parallel.

Trapezoide, or Tablet. Has all its four sides and Angles unequal, and no sides Parallel.

Traverse. A Trench with a Parapet, and sometimes two, one on the Right, and another on the Left. Sometimes this Trench is open over Head, and sometimes cover'd with Planks loaded with Earth. This Word is often taken for a Gallery, and also signifies a Retrenchment, or Line fortify'd with Fascines, Barrels, or Bags of Earth, or Gabions.

Trench. In general it signifies any Ditch, or Cut, made in the Earth.

Trenches, Approaches, or Attacks. Are Works carry'd on by the Besiegers, being cut into the Ground with Parapets for their Men to gain Ground, and draw near the Fortifications of the place under Covert. They are carry'd on differently, according to the nature of the Ground. For if all round the Town the Ground be rocky, the Trenches are rais'd above it with Fascine, or Faggots, Bags

T R

Bags of Earth, Gabions, Wool-packs, Epaulments of Earth brought from a far, and any thing that may cover the Men without flying, as Stones, and the like. But if the Earth is fit to dig, the Trenches are no other than a Ditch, or way sunk down into the Earth, and edg'd with a Parapet next the Besieged. Its Depth is about six or seven Foot, and its Breadth Seven or Eight. Howsoever the Trenches be made, they must always be so contriv'd, that the Besieg'd may never Enfilade them, that is, Scour the length of them with their Shot. For this reason they are carry'd on by Coudes, or Traverses, which are Lines returning back from the end of them, and running almost Parallel with the Place.

To open Trenches. To begin to Dig, or Work upon the Line of Approaches, which is generally done in the Night, sometimes within Musket-shot, and sometimes within half, or even within whole Cannon-shot of the Place, if there be no hollows, nor rising Grounds about it, and the Garrison is strong, and their Cannon well serv'd. The Workmen that open the Trenches are always supported by Bodies of Men against the Sallies of the Besiegers, and sometimes those Bodies lie between them and the place, and on their Right and Left. The Pioneers sometimes Work on their Knees, and the Men that are to sup-

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support them lie flat on their Faces, both to avoid the Shot from the place. The Pioneers are generally cover'd with Mantelets, or Saucissons.

To mount the Trenches. To go upon Duty into the Trenches.

To relieve the Trenches. To relieve those that are upon Duty in them.

To carry on the Trenches. To advance them towards the place.

Triangle, or Trigon. A Figure consisting of three Sides, and as many Angles.

Triangle Rectangle. Which has one Right Angle.

Triangle Ambligone. Which has an obtuse Angle.

Triangle Oxigon. Which has three sharp, or acute Angles.

Triangle Equilateral. Which has all three sides of an equal length.

Triangle Isoscele. Which has only two sides equal.

Triangle Scalene. Which has all three sides unequal.

Trigon, vide Triangle.

A Troop. A small Body of Horse, or Dragoons, the number not determin'd, but usually about 50, under the command of a Captain.

Independent Troop. That which is not incorporated in any Regiment.

Troop. To Beat the Troop. Is the Second Beat of Drum when the Foot are
to

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to march, the General being the first, to give notice of the march, and the Troop the next for the Men to repair to their Colours.

Trooper. The vulgar Name, by which every Horse-Soldier is call'd. The *French* call them *Maitres*, or *Cavaliers*.

Trumpet. Signifies either the Martial Instrument us'd among the Horse to give notice what they are to do, or the Man that sounds it. To sound to Horse, a March, a Charge, or Retreat, a Levée. Every Troop of Horse has a Trumpet.

Trunion-Ring. The Ring about a Cannon next before the *Trunion*.

Trunions. Two pieces of Metal sticking out of the sides of a Piece, about the middle of it, on which it rests, and is mounted, or imbas'd.

Turn-pike. A piece of Wood, or Spar, twelve or fourteen Foot long, six or eight Inches Diameter, cut in a Sexangular Form, every side of it bor'd full of holes about an Inch Diameter, and five or six Inches from one another; but not answering on the sides to one another, on the contrary all differently posited. Through these holes Pickets, that is, short Pikes are run, being about five or six Foot long, pointed with Iron, and fastned into the holes with Nails or Wedges. Thus the points stand out every way, and these Turn-pikes are of

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great use to stop an Enemy, being plac'd on a Breach, or at the entrance of a Camp, or in any Gap. Turn-pikes are otherwise call'd *Chevaux de Frise*.

V.

VAN, or *Vanguard*. The first Line of an Army drawn up in Batallia, which gives the first Charge upon the Enemy; the Second Line is the Main Body, and the Third the Rear-Guard, or Body of Reserve. The *Van* is the Front, or foremost part of any Body, or Bodies of Men.

Vedette. A Sentinel of the Horse.

To view a Place. To ride about it before forming of the Siege, and observe the strength and weakness of its Situation and Fortification, in order to attack the weakest part. This care belongs to the General himself.

Voluntiers. Gentlemen, who without having any certain Post, or Employment, in the Forces under Command, put themselves upon warlike Expeditions, and run into Dangers only to gain Honour, and Preferment.

Ussensile. The necessaries due to every Soldier, and to be furnish'd by his Host, where he is Quarter'd. They are, a Bed
with

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with Sheets, a Pot, a Glass, or Cup to drink out of, a Dish, a Place at the fire, and a Candle. Sometimes the Inhabitants compound, and allow so much in Money to be eas'd of it.

W.

W *Arrant-Officer, vide Officer.*
Way of the Rounds, vide Chemin des Ronds, or Fausse-Braye.

Well. A Depth the Miner sinks into the Ground, and thence carries on the Branches, or Galleries, to find out, and disappoint the Enemies Mines, or to prepare one.

To Wheel. This is a Motion that brings a Batallion or Squadron to Front on that side where the Flank was, which is Wheeling to the Right or Left, if an Enemy appear ready to attack the Flank, or if it be thought fit to fall upon the Enemies Flank. In this Motion the Ranks and Files must take great care not to bend; but every one to keep his due distance, and there must be very able Sergeants at the Angles, to see the Files do not break and fall into confusion. If the Batallion Wheels to the Right, the Left-wing moves first, describing the fourth part of a Circle about

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about the File-leader on the Right, who is the Center of the Motion, and stirs not off his Ground. If the Wheeling be to the Left, the contrary is perform'd. Squadrons of Horse wheel after the same manner.

Wing of an Army drawn up for Battle; or *Wing* of one of its Lines. Is the Horse on the Flanks, or at the end of each Line, on the Right and Left.

Wing of a Batallion or Squadron. The Right and Left-hand Files that make up each Side, or Flank. When a Batallion is drawn up, the Pikes are in the Center, and the Musketers on the Wings, which Wings are also call'd *Great Divisions*, or *whole Divisions* of the Batallion. In Wheelings, when they Wheel to the Right, the Left-wing of the Batallion moves first, whilst the Right-wing takes a short Compass, turning upon the File-leader of the first File, as upon a Center. The contrary is done if they Wheel to the Left.

Winter-Quarters, vide *Quarters*.

Witnesses, or *Temoins*. Are certain parcels of Earth left in the Foundation of those places that are dug down, in order to make a judgment by them, of how many Cubical Feet, or Fathom of Earth, have been dug out.

The Word. Is a Word that serves for a token, and mark of distinction, given every Night in an Army by the General, and

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and in Garrison by the Governour, or other Officer commanding in Chief, to prevent surprize, and hinder an Enemy, or any treacherous Person to pass backwards and forwards. When the Governor, Deputy Governor, or Town-Major, go the Rounds in a Garrison, the Officer commanding in every *Corps de Garde*, is to receive and give them the Word, but Inferior Rounds are to give Word to the Guard.

Word of Command, vide Command.

Works. Are all the Fortifications about any place, as Outworks are those without the first Enclosure.

Y.

Younger Regiment, or Officer. That Regiment is youngest which was last rais'd, and that Officer youngest, whose Commission is of the latest Date, tho' he be never so old a Man, or have serv'd never so long in other Capacities, and according to these Rules, Regiments and Officers are Posted, and Command. See more of it under the Word *Seniority*.

The Reader is desir'd to Correct a mistake in the Word *Area*, as follows:

Area. The superficial content of any Rampart, or other Work.



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